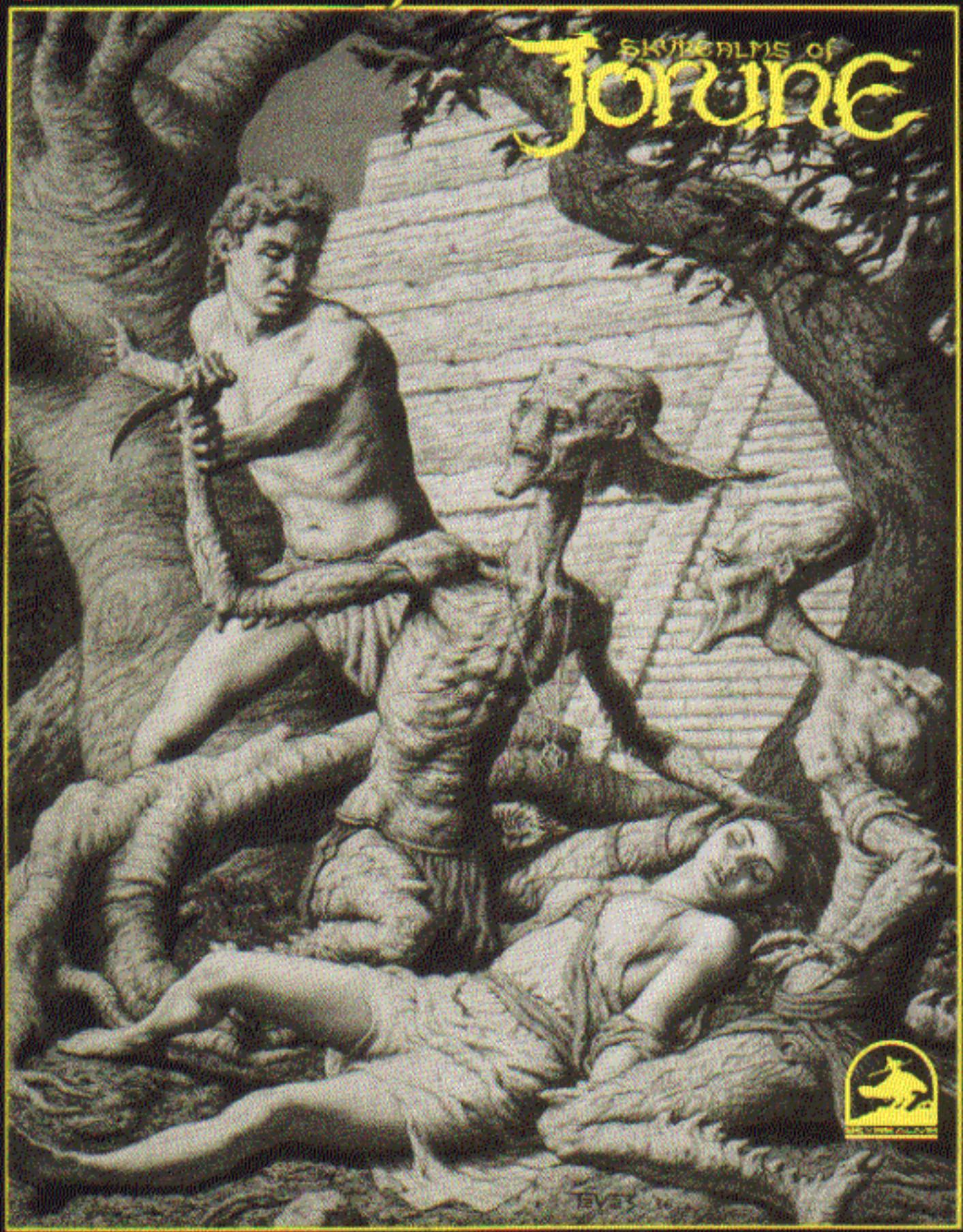
Companion Jorune: Burdoth



Sydra: 3113 – The Ramian invasion begins

SR201

COMPANION JORUNE:
BURDOTH

SKYREALMS OF JORUNE
LEKER TEVES LEKER

Written by:
Andrew Leker

Contributing Authors:
Mark Wallace, David Ackerman

Conceptual Design:
Andrew Leker, Mark Wallace, David Ackerman

Art Direction:
Amy Leker

Illustration:
Bochigon, cover art, full Jorune Map: Miles Teves
Muadra, Burdoth/Heridoth Maps: David Ackerman

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Introduction

This book is a Jarune supplement intended for use with SRI 01, SkyRealms of Jorune Boxed Edition. If you do not own this product, the city descriptions and history that follow will still be useful, but oerhaps a little less clear. To better your use of this book, here is a short synopsis of Jorune:

Humans from Earth travel to the planet Jorune more than one hundred years into the future. They negotiate with an intelligent race of creatures that refer to themselves as shanthas and begin a non-obtrusive colonization Upon receiving news that Earth is at war and that their next supply ship will not be arriving, the humans transgress Cali-Shafra, Battle Lands of the Ancients. and then Gaish-aca, the Ancient Burial Grounds The firs; transgression was to obtain more arable land for pianting, the second was to mine for various rare metals needed for the creation of high-tee devices The colony sites were attacked, and destroyed. Immediately following tnis attack, bio-tee warfare agents were released in the upper atmosphere, killing the vast majority of shanthas on the planet. The humans were barred from space with the destruction of their colonies. and news of the destruction of their own home planet. Both populations were devastated.

3500 years later, human civilization is on the upswing; only now are humans rediscovering the secrets of their ancestors. The now elusive shanthas are but a small fraction of life (inteiligent and non-intelligent) that share the planet Jorune. The realm of humans on Jorune is Burdoth. This supplement was designed to provide players and referees with detailed information on the realms of Burdoth, Heridoth, and North and South Khodre.

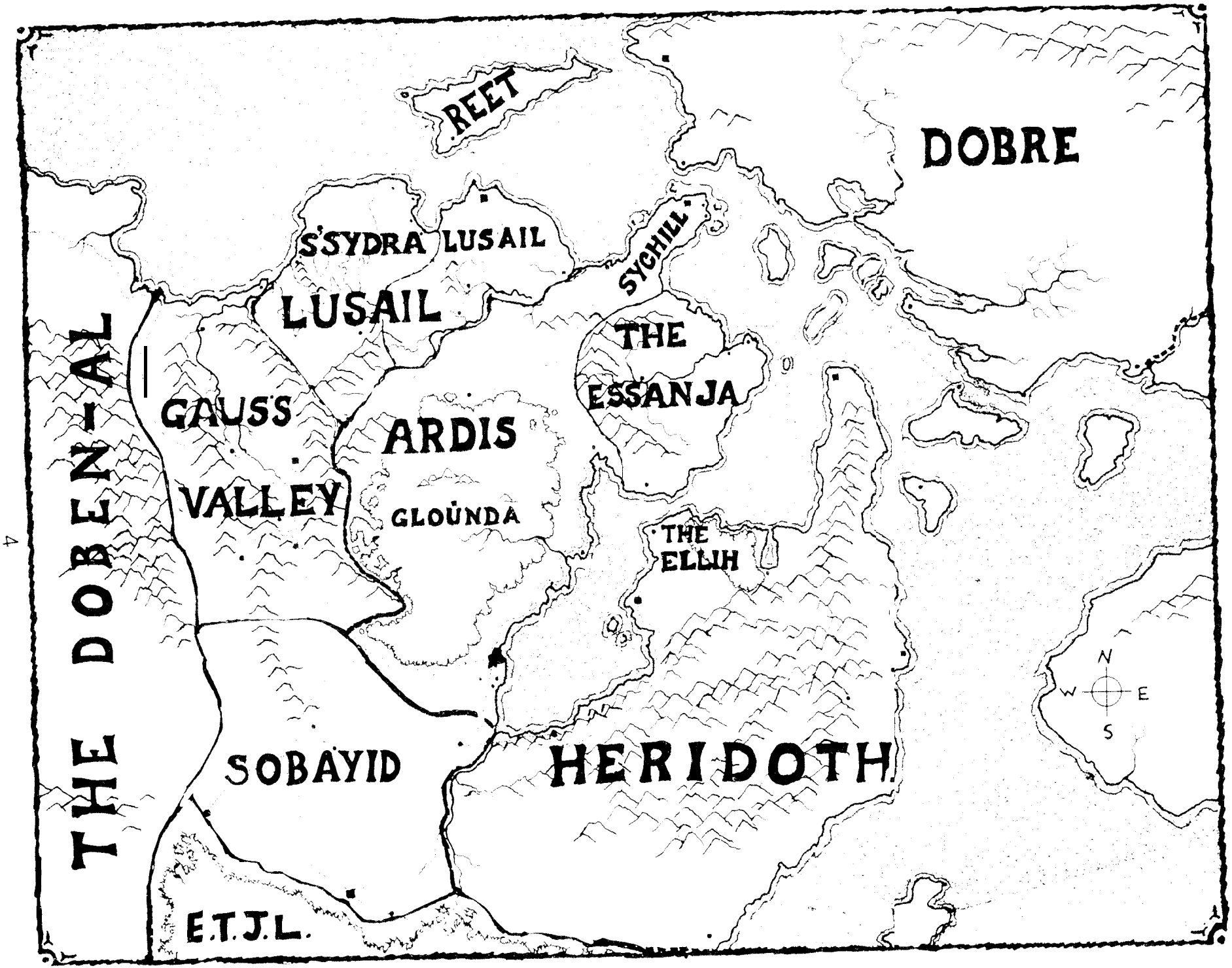
Enjoy Jorune.

ICE FIELDS of GILTHAW
VOLIGRE
LUIDERE
DOBRE
THE DOBEN-AL
TEMAUNTRO
DRAIL
DELSHA
DELSHAN SEA
THAGRIAN SEA
SHIMMERING SEA
N

Jorune 3486 ---

There are many realms of humans on Jorune: Thantier, Jasp, Anasan, Heridoth, but none so powerful, or so central to the affairs of all humans, as is Burdoth. That Burdoth may be considered a realm, not just a collection of independent cities is due largely to the treaty of Klein-Khodre, and to the unexpected influence of the council that grew out of that treaty. There have been powerful cities in these lands for many hundreds of years, but only since this treaty of 3447 have they been united in one great alliance that dominates the political affairs of all Jorune. Once the target of numerous invaders, the combined military might of the armies of Burdoth could now fend off any conceivable outside threat. Commanding these forces, and equipping them with the unrivaled power of the ancient Earth technology, is Prince Khodre Dhardrenn of Ardoth. Khodre Dhardrenn is the most influential and powerful man in the realm. His father, Khodre Allonkarb nearly succeeded in making a personal empire of all of Burdoth and Heridoth, but Khodre Dhardrenn's aspirations are more subtle. Rather than attempting direct rule, Khodre seeks to maximize the combined power of Burdoth, while maintaining his position of influence and preeminence. His dream is that one day human civilization may span the globe, forming a civilization to rival that of ancient Earth.

What follows is a description of nearly all of the major Burdothian cities. It brings together political, cultural, and geographical information covering all of Burdoth and the adjacent realm of Heridoth. In less than five decades, Burdoth has grown from a collection of fiercely independent cities and leagues into a powerful, cohesive alliance, in which all cities have a voice. The humans of Jorune are fortunate to have such a unified realm, for even after three thousand years, most of the planet is still untamed, and holds dangers and discoveries yet unimagined in 3486...


REET
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ESSANJA
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VALLEY
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HERIDOTH
E.T.J.L.

BURDOTH

Burdoth is the realm of humans on Jorune. It was chosen by the Earth Colony as the primary site for settlement on the planet. With few dangerous predators and Earth-Like weather and terrain, it has naturally fostered human settlements throughout the millennia. Since rhe human/shanthic war, humans have had to survive without the technology that brought them to the stars. That meant hunting, gathering, and eventually, agriculture. Most of the native food on Jorune is difficult for Terrans to digest and lacks significant concentrations of certain proteins necessary for good health. Much of the agricultural land Burdoth is dedicated to growing a *crap* that rises above these drawbacks, the durlig plant created by Iscin, the Bio-Tee engineer of the original colony. Most of the Burdothian economy is based on agriculture and, of the provinces, Gauss Valley is the largest exporter.

Over time, the humans built their popuiations steadily, bringing the realm's total count to three and a half million human, muadra and boccord. The capital city of Ardoth alone holds more than three hundred thousand. Travel between provinces is mainly by thombo, though coastal cities are more easily reached by sea. The boundaries of the realm are geographically simple?. Burdoth's north is bordered by the Assydre Sea, west by the Doben-al, south by the East Trinnu Jungle Lands. and east by Sychill Bay and the realm's border wi!h Heridoth.

Humans have lived in Burdofh for thousands of years and have built up a powerful civilization centered in the city of Ardoth. Though considered a realm for a long time, ii wasn't until 3445 before all of Burdoth was under the control of a single power. Prince Khodre's drive west ran the crugar Invaders out of Burdoth and left him as Burdoth's Dharsage ruler. Khodre Dhardrenn is the current dharsage ruler of Burdoth and is the realm's military leader. He maintains his people's loyalty through his policy of providing energy weapon to drenn and kesht. His control extends into all four of the Burdoihian provinces, but the Ardothian Council limits his power. Khodre's military is broken down into five armies. each under the leadership of a general. Each province is largely seif-governing and should be kept so in the eyes of the councii.

The provinces of Burdoth are:

Ardis: Where Ardoth is located. Khodre Dhardrenn acts as commanding officer over ail forces in Ardis. He also has generals in Glounda and the Essanja.

Lusail: The northern province which is further subdivided into S'sydra and Lelligire. The province shares its name with the river that borders its southern edge. The dharsage army of Lusail is Iheadquartered in Lelligire (before the war of 3472 it was located in Sodrin).

Gauss: The Gauss Valley is the realm's main agricultural exporter. In this valley Iscin created the crugar, the woffen, the blount and the bronth. The dharsage army of Gauss Valley is located in the city of Gauss.

Sobayid: Burdoth's southernmost province. The Sobayid borders Heridoth, the Doben-al, and the East Trinnu Jungle Lands. The army of this province is located in Sobay.

Each province is under the authority of a sage, appointed by Khodre. Each appointment must be approved by the chells of the region. This a formality to appease the council; Khodre's appointments are seldom challenged.

Under the Sage are several Lystra county rulers. None of these appointments mean very much. but sages and lystra are given certain privileges and are equipped with the money and arms to Investigate their territories. A city's chell wields power locally. The chell of a city is its chief administrator. Defense of the city is under the supervision of the chell, as are city yords and local laws. Though he serves council with kim leaders, it is his word that usually counts.

Due to the Accord of Klein-Khodre, the dharsage shares power with the Ardothian Council, an agency created at the end of the Energy Weapons War. Its purpose is to allow various realms and provinces representation in political decision making. Council representatives include ambassadors from Tan-Iric d

Dobre, Lundere, Heridoth, North and South Khodre, Lusail, the Sobayid, Gauss Valley, and occasionally Temauntro. Khodre himself is the council's last member, though he sends proxy to ac! in his behalf when he is engaged elsewhere. The council's headquarters are in the Cryshell Citadel located in Ardoth

ARDIS

Ardis is broken down into: The east coast, the Essanja, Sychill North Glounda, Glounda and South-Glounda. Each of these areas has distinctly differen? terrain and climate. from the bitter Crith winds of the Sychill Lairds to the humid flatlands of South Glounda.

THE EAST COAST

The grassy, rolling hills of Burdoth's east coast are studded with trees and are often heavily forested Several rivers run from Glounda to the Bay, crossing the Trethl road to Sychill An example is the Turrus, which feeds into the Tarberi Bay a: Holt. The land along the coast is not especially good for growing things normally good-tasting crops have a bitter taste to them there, especially in the region north of Ardoth and below Monerey. The land is better used for livestock grazing than cultivating. Fishing a primary industry, fills the bay with sailing vessels and trawlers. The coast maintains a cool climate year round, though temperatures dip below freezing in Crith. Rainfall is not heavy along the coast, but the rivers out of Giounda often flood their banks after large storms. Heavy fogs pass along the coast west of Polpedroth, often reducing on and off-shore visibility to a few meters

ARDOTH

One of the oldest human cities on Jorune, Ardoth is aiso the largest, the most powerful, and the most universally admired. Though the dharsage palace of Khodre Dhardrenn is iocaied in the heart of the citadel. his power and responsibility blankets the entire realm. Ardoth's governing is the responsibility of the chell, who is appointed by the dharsage.

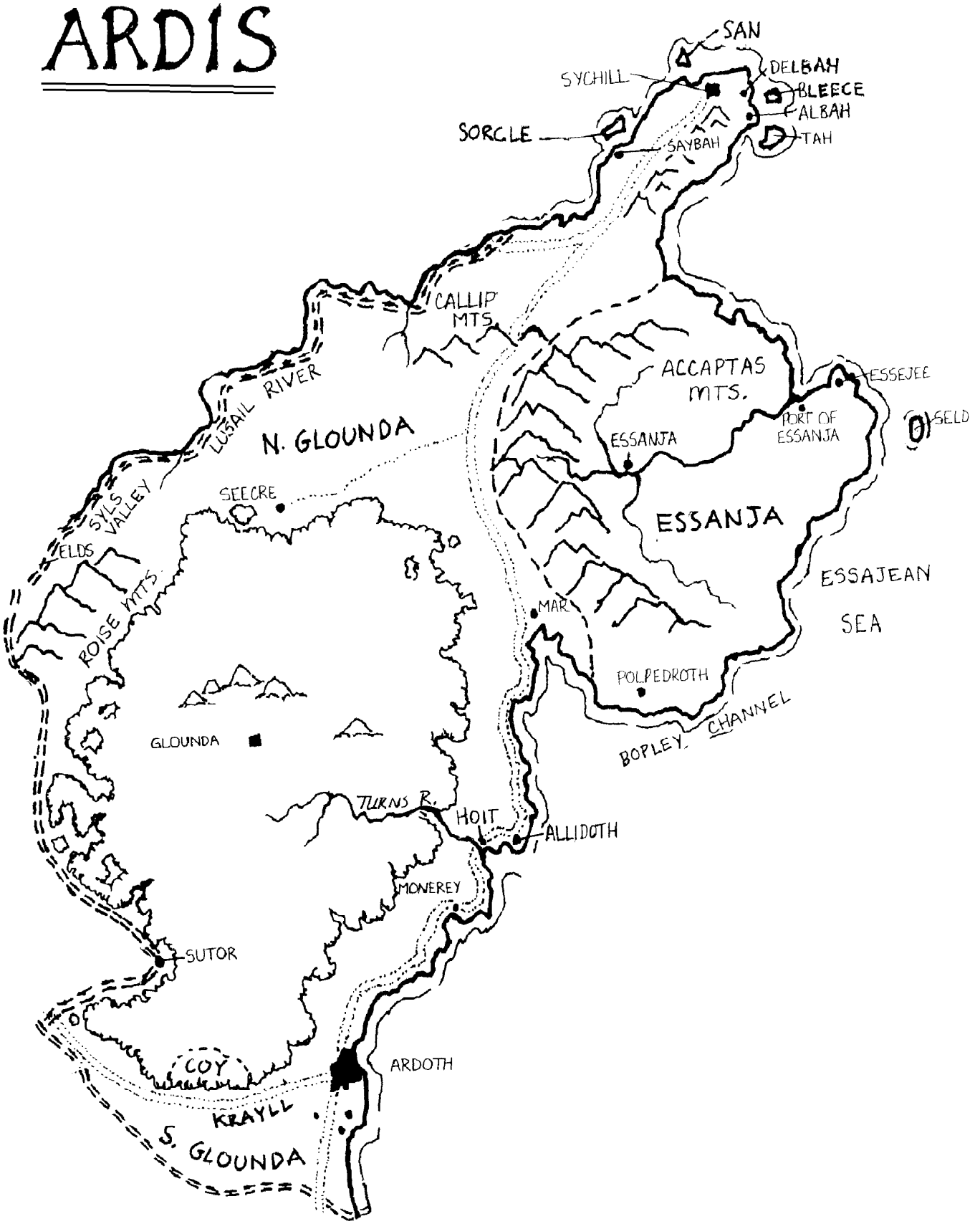
By the 3445 Accord of Klein-Khodre, the dharsage must share power with the Ardothian Council, whose chambers are located south of the dharsage palace inside the Cryshell Citadel. The real power in Ardoth is controlled by klades, the chell, Khodre, Khudre's relatives, and a few other large and influential families

With a population of 320,000, Ardoth is the largest city on Jorune, bar none. The population is 70% human, 15% muadra, 10% boccord, and a 5% mix of other races. There are dozens of kerning bays located within the city, sharply contrasting the situation of a mere decade or two before. Since h s father's death in 3465, Khodre Dhardrenn has made several large-scale changes in Ardoth. First there was the "Mass Conversion of Ardoth," in which city streets were renamed simply, with single names to aid the flow of commerce. Soon after, the number of kerning bays was substantially increased and kerning bays were placed right outside the Cryshell citadel walls. As muadra were not permitted entrance with Isho, this concession made it convenient for muadra to kern and enter, a process that had previously required a lengthy side-trip.

The city is broken down into various neighborhoods and districts. Most non-humans (thriddle, woffen, bronth) live in a region near the citadel called ?he "Shen." Most klade neighborhoods include areas for living and working in a communal arrangement. Patrols are stationed atop the large wall that encompasses the city. Close to the coast are the citadel walls that form the division between the city proper and the Cryshell Citadel. The two most traversed streets in ?own are Cryshell and Sage, which meet in the center of Ardoth outside the citadel. This is the busiest corner in town. Food. querrid booths, yords and musicians fill the streets here.

Ardoth's citadel, Cryshell, is home to the Dharsage Palace and the garrison of the Dharsage Elite Forces,

ARDIS


SAN
SYCHILL
DELBAH
BLEECE
ALBAH
TAH
SORCLE
SAYBAH
CALLIP MTS.
ACCAPTAS MTS.
ESSEJEE
SELD
PORT OF ESSANJA
ESSANJA
LUSAIL RIVER
N. GLOUNDA
SEECRE
SYLS VALLEY
ELDS
ROISE MTS.
ESSANJA
ESSAJEAN SEA
MAR
POLPEDROTH
BOPLEY CHANNEL
GLOUNDA
TURNS R.
HOIT
ALLIDOTH
MONEREY
SUTOR
COY
ARDOTH
KRAYLL
S. GLOUNDA

the palace guards. Also in the citadel is the Hall of Drenn. a large financial district, kesht housing, the council contingent facilities, and, of course. the Ardothian Bazaar. The walls of this citadel were the city's original walls; but. over the centuries; outer walls were added, giving the external population some safety from hostile forces.

Ardoth is ?he home of the Drenn system Thousands of years old, this is a system cf merit which bestows citizenship privileges to those who demonstrate their commitment to Ardoth Its roots stretch back to the early days of the city, when work on Ardoth's sea-wall was a continuous job. The Hall of Drenn holds challisks dating back to the beginning of the system. Ardothian tauther visit the Hall of Drenn to pick up their challisks, and this is also where their drenn-ship will be decided. In other cities, record of intent to start tothis is sent to Ardoth, and a challisk is engraved in the hall

Patrolling the streets of Ardoth are the yords and daijic. The yords wear light leathers and are generally good spirited. They do not project a tough, overbearing image; Ardoth's yords are friendly, and welcome strangers. In the same way, the city's daijic are well-intentioned, reasonable people. Their job is to detect and home-in on the use of dyshas. Prejudice from the late 40's and early 50's prevents muadra from becoming daijic here, though this is permitted in both Coise and Miedrinth The name "daijic" comes from "daij," which is an ocean fish eaten by the daijic that gives them their Tra-sense Khodre Dhardrenn changed over to crystal-daijic in 3470 - though less effective, crystal-given Tra-sense reduces Ardoth's dependence on the Voligirian fish. The dharsage still maintains a crew of "true" daijic for security near the Ardothian palace.

Monerey

This is a charming community of 16,000 humans, muadra and boccord who live on the ocean's edge surrounded by the beauty of forests, fields, and miles upon miles of sandy coastline. Many of Ardoth's kesht journey to Monerey seasonally where they own property. They travel here in Mullin to relax by the bay. Thombos are abundant in this small inlet and wander aimlessly from pasture to pasture. Large ranches outside Monerey provide Ardoth with a significant portion of the city's thombos They are brought to the South Canal district where they are kept until needed by the butchers and tanners. After slaughter the meat is barged downstream to mea!-kaepers and the Ardothian Bazaar where it is sold and distributed

Drenn and Kesht are time-honored traditions here, more so than most other cities in Ardis. Monerey has a higher percentage of Drenn than even Ardoth Youngsters are expected to set their goals toward drenn-ship. Monerey imports dozens of rhriddle fadri to teach their children and the best hishtins to teach interference. Dysha use is not permitted anywhere within the city. There are no kerning bays, and the daijic here don't make small talk. Muadra are not welcomed in Monerey. but the prejudice is more subtle than outright hostility. Much of the land in Monerey is owned by relatives of the dharsage. Muadra are seen as an unstable social factor to be avoided.

Hoit

This town is no more than a fishing village set on the shores of the Tarberi Inlet. where the Turrus River flows out of Glounda. There are fewer muadra here than one might expect atter such a large exodus of muadra north during the Energy Weapons War; but, with such minimal provisions for food and shelter here, the exiles from Ardoth continued north.

Allidoth

When the Energy Weapons War was in full swing, Ardoth expelled many of her rnuadra from the city for fear of dysha assaults. Some of these refugees traveled to the Sobayid, others to Allidoth. What was once a small, insubstantial agricultural enclave became a relocation site for thousands of disillusioned muadra Though the Allidothians did not want these muadra in their city, there was no way to prevent their staying - the 'war effort had drained the city of its yords and condrij, and Ardoth was too busy with Heridoth to take interest in Allidoth's affairs. Monerey had rejected the muadra a few days earlier, and Mar was too far up the coast for them to journey. The muadra had walked a long way and would not Journey any farther.

Their camps outside the city were well mainrained. and caused little trouble for the city. The muadra here were, for the most part, loyal citizens of Ardoth who had been forced from their homes. The development of naulls was brought to new levels of sophistication. It was in Allidoth that the term "copra" came to mean a muadra whose mastery of the dysha groups was complete. New dyshas were developed during these years, many of which were useful, entertaining, or of interest to the muadra, humans. and boccord of Allidoth.

Over the next few years contact between the muadra and the people of Allidoth became iess superficial The muadra proved themselves to be an adaptable group. Many of them were fine craftsmen or talented teachers. As the war dragged on, some of them became involved with the city's affairs.

At the war's end, most of the muadra returned to Ardoth, as was made possible by tne Klein-Khodre Accord's provisions. Those who remained found life not overly difficult, nor did they find the Allidothians to be a prejudiced people. There were no violent upstagings while the muadra lived outside the city, and very few incidents between Allidothians and the muadra. Though not preferred, muadra would find no enemies in Allidoth.

The city itself is fairly minimal. There is a main area of exchange, known as the gaaz (which is the term used for small, bazaar-like events). Here, the hand-crafted leather goods of Allidoth are bartered for coditch (of which the people here are fond) or sold outright. Coditch-hoc ornaments, carvings, jewelry, and toothpicks are imported here from the Gauss Valley, and Cosahmi in particular. For hundreds of years Allidoth's only notoriety has been due to her wonderful use of these vegetable cores.

Mar

Located on the coast of Sychill Bay on the western edge of the Essanja, Mar is a large, sprawling slum where thombos roam the streets, and beagre drag off small, unprotected children. People walk the streets of this city with staves, whomping beagre wherever they are found. This miserable infestation arose sadly enough because Ardothians stationed in Glounda late in the Energy Weapons War thought that i? would be nice to bring the refugees of Polpedroth some pibber for pets. As they are eaten in Glounda, there was no harm in loading up a transport with hundreds of these cute creatures. However, the pibber in Mar multiplied rapidly and attracted beagre from the outskirts of town. The once clear city streets soon became a ruckus of beagre-pibber chases. By 3452, there were few pibber to be found, but beagre were everywhere. Conditions have not changed significantly. The shanty towns established for the Polpedrians were not very clean, and this has kept the beagre fed.

Mar is located at the point where the road from Glounda exits the forest. Other than the afore-mentioned pibber, there are other animal exports. The bratty tarro pests are often strung up and eaten. A sort of "tarro-jerky" is exported to Mar and is a favorite of the condrij who journey on the dark trails *of* Glounda.

Dharsage interests in the Essanja have brought many condrij to this port. The once flattened city is again repopulated, but Polpedroth's population still has not risen to pre-war numbers. Many of the Polpedrian refugees in Mar returned home after the war, but some have remained, fighting off beagre with blunt sticks, and pushing thombos out of their doorways.

Essanja

The Essanja is a region of plains and hills on Burdoth's eastern coast that is cut off from the rest of the realm by the Accapta Mountain Range. The Essanja River cuts through !he plains, connecting the Mountain's runoff to the Sychill Sea. A? this river entrance lies the Port of Essanja, established in the last hundred years for transporting supplies up and down the river to a base located at the foot of the

mountains. A powerful dharsage military installation operates in the valleys of the Accaptas, harboring supplies of Earth-Tee aboard a SkyRealm located there. The presence of corastin wandering the southern plains of the Essanja and inhabiting the hills and valleys of the mountains has effectively prevented the peoples of the central plains from traveling elsewhere.

The area around the Accaptas is mainly grassiand; the occasional forests are not very dense. Heavy Crith rainfal! floods the valleys and turns the many small brooks and streams into unpassabie, torrential rivers Hilltops are safer and drier. Thousands of humans, muadra and boccord inhabit small farming villages on the province's southwest edge, below the corastin. but north of Polpedroth. Though the land here is not especially fertile, the people make due with their stubby ccditch husks, bitter birch bulbs, shrivelled durlig roots, and wimpy simra-vintch leaves.

Talmaron are a benefit of the Essanja afforded to the people who endure ?he hostility of the other animal life in the region. Slutch can also be found in the Essanja. Their hard shells are considered valuable especially to the people of Essejee. Siutch shells are used for jewelry and ornamentation. Naval officers of Ess'ejee wear sailing hats made of slutch shell.

The original people of the plains were the Essles, the more adventurous of whom eventually left Essanja via taimaron for the Lairs Mountains in Sychill. Those who remained called themselves the "Jar'hars " and are remembered by the people of Ardis' east coast as the barbarian hordes that were beaten back time and time again. Eventualiy returning to the Essanja, they formed what is today the city of Essanja. Since the early days of these plains, the talmaron have disappeared, the corastin have blocked off the south exit to the plains, the mountains seal off the north, and the turbulent seas block off the east. The people of Essanja should have left by talmaron with their ancestors,

Essanja

The entire province of Essanja was named alter this primary city. When the Jar'hars settled down the; took this less intimidating name. Their failure at dominating Burdoth's southeastern coast turned them from barbarian hordes into simple hunters and gatherers. At the base of the Mountains there was plenty of fresh water, thornbos for eating and riding, native roots to gnaw on, and the rare, but terribly dangerous duradon and corastin. With little shelter, manmade or otherwise, they would flee danger when it came their way, returning to their city when conditions were safe. Though the ground is moist, and flooding a known probiem, they build their dwellings down a few feet beiow the ground • avoiding the sudden pluck cf duradon. Their watchmen stand guard at the city's perimeter. ready to crack together slutch shells at the first sign of corastin. The guards are called by the ancient name of Jar'har, but lack the ferocity of their forefathers. Parties of 20 investigators question strangers and make a careful visual inspection before permitting entrance to the city.

The city is based north of the point where the three branches of the Essanja River come together. Calpy, Essan and Dertha (from north to south). Most buildings follow the old-style below-ground architecture. but now that the duradon populations have fallen, above ground housing is under construction. The present attitude of the Essanjans is that this is trendy and unsafe. Should the duradon reappear, such constructions will surely suffer the worst. To better endure their moist, submerged existences, each Essanjan home is equipped with at least one stone fire-house fueled by the dirt from Essanja's eastern sea board. It is imported to the Essanjan city for its slow but hot burning properties.

When the Dharsage first investigated the Essanja in 3189, they found the people struggling but managing to survive. The army intended to establish a small installation near the base of the Accapta mountains. Though no tactics of intimidation were employed, the Essanjans reacted impulsively and drove whole herds of thombos out of the area to their west. Many of these creatures fell into the Essnnja river, where they were drawn downstream and out to sea, generating notice by the Essejeans who took these floating carcasses as a bad omen.

The dharsage has recently attempted to introduce the Essanjans to some of the Burdothian ways, with

little success. A small kim has been established there, of Essanjan members, but their culture operates counter to Ardothian ideals. Essanjan society is based upon schools of pottery and digging. The lumpy, clay ground found at the river's edge is excellent for making pots and other basic implements unfortunately the ground here does not burn Jars and jugs litter the streets and are used for barter Birch-bulbs are occasionally eaten in Essanjan specialty dishes, but their harsh red color is better suited for painting pots Thombos take up a lot of room in Essanja. Though they are not permitted in the housing regions for fear that they might accidentally step into an Essanjan home. they roam most oi the city, crushing misplaced pots and chewing on simra-vintch which grows in abundance here. Thombo skins are used to fill every need of these people: clothing, roofing, furniture, walkways, sidings for houses (a layer of protection between the dirt and the submerged home walls). Thombo bones are used as weapons here, though any good sword will surely crack through the best thombo-thigh. The good balance of the thombo bone-knives makes them popular items of barter with the local dharsage forces.

The Accapta Mnts.

The Accapta Mnts. shield the Essanja from prying eyes. It was because of these mountains that the people of the central plains remained out of contact with the other humans of Burdoth for so long. There are few passages through these mountains, and their locations are carefully guarded secrets known only to the dharsage of the Accaptas and their talmaron reconnaissance. The northeast end of the range is pinnacled by small mountains with shear cliffs.

The mountain ranges hold within them dozens of small valleys trapped between vertical terraces of stone. Within one of these is the Shendarri SkyRealm, once the basis of fable and lore in Essanja. I? is now a dharsage installation which maintains a powerful arsenal of Khodre's Earth-Tee possession. Every warp mapping location off of the SkyRealm has a corresponding garrison associated with it that keeps the area clear of intruders. The Dharsage is serious about maintaining absolute security there. The SkyRealm is not large (about two miles in diameter), basically round, and fairiy level. There are garrisons of Dharsage Elite on the west face of the Accaptas. Each garrison employs a team of daij-eating daijic who scour the area's sho-sen in search of any activity, be it military or civilian. Tra Isho poses the most significant threat to the security of the SkyRealm because if concentrated enough in the weave of a deflector orb, a warp will be created (possibly ta the SkyRealm if the area is correct). These elite forces will use whatever means necessary to keep their assigned areas secure. Trespassers are escorted out of the area. The warp mappings of the SkyRealm reach out across the Essanja and even connect as far south as the Sobayid, where a few garrisons are located south of Joble.

Essejee

Ess'ejee is a port city located at the point where the river Essanja meets the Sychill Sea. The population is small, about 12,000. The society is strongiy maritime; fishing is their main staple. Many small ships of Essejee have ventured far from the Essanja on missions of exploration. They have established trade with Yobreh, Siliipus, cities in Lusail, and they have journeyed to Jasp every decade for centuries. The people of Essejee are very confident in their ability to make things work and to survive hardship and disaster. They defended well their coastal waters during the Energy Weapons War and lent their ocean-going expertise to the Dharsage during this tumultuous period. Essejean admirals led Prince Khodre's forces in the Battle of Ellemin Bay and the clandestine strike against Doo'sah that was responsible for the dharsage victory in Sholis. in recognition of their wartime assistance, Khodre made these admirals Ardothian Kesh! and requested their service on the board of Dharsage Advisors. *Essejean* sailors are highly sought after and often paid double or triple the fees of the Sychillian sailors. Though the sailing world's preoccupation with Essejean sailors causes friction with Sychill, the population here is so small that ?hey pose little threa? to the sheer ocean-going dominance of Sychill. Muadra of this area seem to have a high propensity for the Shal group. There is question whether this is a result of genetics cr the region. Many myths and legends surround the eastern coast of the Essanja, and many Eurdothians consider the area to be filled with shanthic "ghosts" - perhaps this is not so unlikely. as the Essanja is in fact Galsh-aca, the ancient burial grounds of the shanthas, whose violation thousands of years ago sparked the beginning of the Human/Shanthic War.

Port of Essanja

Some 65 years ago it became necessary to build a port on the coast of the Essanja to facilitate the transport of supplies to the dharsage base of Delvine, located a.? the foot hills of the Accaptas. A number of Essanjans were brought downstream with the dharsage to help construct the port Now that it has been built, the Essanjans who came to build it staff the port and live in quarters built for them by the garrison located in the Port of Essanja

Located on moist, infertile ground, the air here smells dank and of rust. "Porter's faint," a disorder attributed by the Essanjans to superstition of shanthic demons, is common here. Occasionally, an Essanjan will leave the port area and walk to neighboring Essejee where the disinterested locals give them a hard time and turn them away.

The facilities at Port of Essanja are minor - there are docks for four ships, barracks for a small garrison, grounded huts for the Essanjans, pits dug for fire-dirt, and a walkway to the scenic marshes to the south Assignment here in the dharsage military is considered an indication of substandard performance. Essejee makes a thriving trade out of "Jaspian cure-herbs" which are supposed to relieve symptoms of everything from the common cold to locurian grenn. They sell their annual growth of this herb within weeks of harvest. In Port of Essanja, this paste is considered the only guarantee of health

Polpedroth

Polpedroth was destroyed at the height of the Energy Weapons War in 3443 by Dobren and Lunderian forces. She was a once great city that had supported Ardoth during the crugar siege of 3007. The city was razed to the ground, but her population fled to Mar, where the Polpedrothians remained until the end of the war. The city has since been rebuilt and houses a major dharsage base for trading and export. Most condrij are shipped into Polpedroth and travel north by foot, rather than enter at the Port of Essanja. New Ardothian recruits are based in either Glounda or Polpedroth for their training.

SYCHILL PROVINCE

The isthmus land of Sychiil is cold and wet. The weather here intensifies with the seasons: cold and wet become colder and wetter in Crith. The warmth of Mullin would be considered chilly by the standards of Ardoth. The lands are lush, green, and in parts overgrown The small mountains that speckle the isthmus are inhabited by people of fishing villages that would rather walk home a few miles each day than face the coastal clime. Sychill is the only large city in this region, though there are dozens of small fishing communities located all through Sychill. The terrible sight of duradon flying overhead is known to the people here - straying from the south, these duradon are tired of Essajwan meat The qauthi beads are found in abundance at the northern base of the Laird Mountains. Small thivin populations live here to collect this rug base and prepare it for shipment and later use.

Sychill

This northern coastal city is located at the end of a long isthmus Its population of 96 000 is supported by durlig planted by the sides of the Laird Mountains, though over the years farming here has declined and Sychill has imported more of its durlig. The weather is wicked in the Loo'hoss Channel, separating Sychill and Dobre, making Sychiil a miserable place that supports only a limited variety of plant life Though durlig has no trouble growing here, the rotten weather makes it much more difficult to dislodge the durlig roots - incidentally, in the clay-like soil of the mountain base, durlig roots grow deeper and more complex.

The fine fishermen of Sychill bring in loads of creshi, sallsa (a large, fiat rippler), bebbic shell-fish (slightly poisonous, must be served with the Calmra white wine), tla-tlic (a long, narrow spine-fish) and a variety of slugs and skimmers. These complement the diet and give Sychill an Important export. None of this aquatic life is Terran based. *Even a* sallsa requires intense preparation. from cleaning and boning to the leeching out of toxins, before i? can be eaten.

Udah (pronounced OOH-DAHH) is Sychillians most important trading partner. Located just across the Loo'hoss Straits, in Dobre, Udah's bronth population exports Dobren fruit, Including ahji, a banana-like fruit grown in the warm-lands, kole post-wood (excellent for building due to its strength and ability to resist the elements), russip-root and rusper. the "thon" limilate, keether, and jewelry made from gem-clumps.

A continuum of ships travel between the two cities. Passage into Dobre is very cheap from Sychill. In fact, this is the best departure point for any sea voyage of long duration. The ships in Sychill's commercial fleet are mainly Salu Chaussis, fine and fast ships. A trip across the channel might cost anywhere from 15 gemules for standing room above deck. to a couple of gemlinks for first class accommodations on a deluxe schooner.

Sychill was resistant to subjugation by Ardis. It wasn't until the ramian invasion of 3113 that Ardoth was able to take Sychill, and it wasn't for decades after that until the last dregs of revolt evaporated from this northern city. During this period, the two cities confronted each other countless times, west of Essanja. Their forces clashed for centuries trying to esiablish dominance over the north.

Though drenn-ship is accepted in Sychill, it is not a widely accepted goal. The rewards for drenn in Sychill are few, and many families will have nothing to do with i?. Ardoth is, however, attempting to make this process of citizenship more appealing to the Sychillians by offering them increased energy weapon access. In the past, Sychill has always been shorted on its weapon allocation.

Essle Villages

Located about the Laird Mountains are several villages of mountain people who endure the sea-climes to better fish the coast. They are descendants of the Essles, the mountain people of the Laird Mountains who originated in the Essanja. They are a slender people with callused paims and long hair. T heir wooden homes are thatched with the hard straw of beach grass. With sufficient skill and endurance, this material can be woven into a tough fabric that the people here use for roofing, baskets, even clothing (hats and ponchos). There are three main encampments of these people: Saybah, Aibah and Daybah, located counter-clockwise on Sychill's isthmus. The Albahns and Daybahns often seek refuge with their related mountain villages in the especially bad months of Crith.

Seecre

This city lies on the northern edge of the Glounda forest and has existed for several hundred years, growing durlig and raising pibber, beagre, and thombos. Dried meats, hides, and skins from these creatures are regularly exported to Mar for trade. A favorite of the locals here are the Seecren candies and preserves. Although the Seecrens enjoy their own cooking, it is widely ridiculed in the realm.

Every other season, an expedition from Seecre embarks for the Lusail River and the city of Lus'ikai, where fine spillij juices are traded for Seecren treats. The Seecrens don't understand that the Lusikains consider their candy to be medicinal, and the sour taste to be the sign of any effective limilate.

GLOUNDA

"Glounda," the forest, is a large, mainly uninhabited wilderness region that supports a variety of both Terran and Jorune life forms. Terrestrial creatures that can be found nowhere else on Jorune have found niches in the environment there. Deer, dogs, cats, wolves, bats, an occasional bear, and squirrels all live within Glounda's evergreen corridors. The forest's many glispeen have given way to redwoods, ferns, and pines that eclipse what was once a solemn composite of native forms. Every few miles the scenery changes dramatically, from Terran to Jorune, and back again.

The forest is so large that its terrain and climes vary from end to end. The north is damp and cool, but

very flat; heavy rains soak the ground each Crith. To the east the forest becomes more dense, and in parts, impassable. Glounda's west is lightly forested, rocky, hilly and dry. The forest's center is lush. covered with low mountains, and perpetually warm. The southern tip of Glounda is hot and muggy. It is rocky and receives little rainfall.

Refugees of the Gire in Glounda

The forest is dark and foreboding; only when backed into the Syls Valley by Gire invaders in the ramian war of the 32nd century did the humans of S'sydra anter its darkness. Several thousand S'sydrnns then made the Glounda forest their home. Fearing death at the hands of the Gire, they remained and learned to live amongst the glispeen and the redwoods, the corondon and the bears. In time they moved deeper into the forest, settling into what is now called the city of Glounda

Though they escaped the fury of the Gire, the S'sydrans faced new obstacle:, to their survival. the original Gloundans. Humans had long since survived the forest's harshness: some of the refugees of the Human/Shanthic War had taken to Glounda's darkness for protection Over hundreds of years they became savage and barbaric. The S'sydrans had escaped death at the hands of the ramian to be faced with a new danger - frorn their own kind.

The Barbarian Hordes

In the first tew hundred years after the war with the shanthas, hordes of barbaric humans raided communities on the realm's eastern coast. They were eventually driver! back into the Glounda wilderness where they regressed to a tribal state. These were the humans that the S'sydrans would meet in the 32nd century.

Creatures in Glounda

Beware the annoying abundance of Tarro located in the heart of the Glounda forest. Savvy travelers sleep with their pouches roped shut and pinned down by rocks. They'll contain their screetching unless startled. but once they start wailing, you, your party, and a few sleeping predators are sure to be wakened A precaution for warding off these beasties is to scatter rotting durlig tops around an encampment. Tarro find these all throughout Glounda and have learned to avoid them for their bad odor and inedibility

The Giounda forest supports an enormous pibber population, especially in its southwest These creatures have been hunted to near extinction in the north by the Gloundans. who still consider them a tasty meal and who lead hunting parties south to catch them.

Located in the same general area as the pibber is land occupied by a small number of corastin They are few, and those encountered are usually friendly to humans In the past they had lived closer to the mouth of the Gauss Valley, near the ancient citadel of Kaigon, but they now live in Glounda.

The croid of the southern forest that inhabit the region known as the "Coy" have proved to be more of an annoyance than a serious threat to all but those who insist on exploring this forbidden portion of Glounda's interior. The croid here are unforgiving and ferocious. In the hot, hilly mountains adorned by scrub and brush, their might is rarely challenged. They haven't ventured south to the Ardoth-Gauss road (the Krayll road) in decades and are not a major concern. There is little of value in this hot, arid portion of Glounda. and certainly few things are worth the risk of entering Coy. Not that these lands are completely uninteresting. It would be an ideal supply for Ardoth's limilate needs, including arrigae (used for the creation of arrigish), epple vines (used in making the thon limilate), and veritable supply of crystal dus! (valuable to Iscin researching warp-mappings).

There are "companion" scragger that live in this area as well, but they do not exist in numbers the way that they do in the East Trinnu Jungle Lands. Occasionally, small packs of scragger will venture out of the forest as far south as Krayll Road, wreaking all sorts of havoc with transports and travelers.

The Corondon of the forest are (fortunately) few, but the western edge of Glounda still supports a small

population. Though they once ruled these lands, as the Terran flora started to take root, the Jorune plants were forced to give a bit here and there. This cut down on some of the medium sized herbivores which made up the food base of the Corondon diet. Mandare, on the other hand, are not as particular.

Glounda's northeast still supports at least four dozen large grey mandare and an unknown number of smaller sized relatives. The region of their greatest populations are avoided by intelligent life of aii races The journey from Mar to Seecre is called the "dead man's walk" precisely for this reason. Drenn who want energy weapons to travel into Glounda are grilled on this topic. The dharsage wants nothing less than to hand out a blaster pistol to some hot-shot drenn whose only goal is to bring back a handful of mandare teeth. Likewise, dharsage transports and troops avoid this area.

Glounda's Lore

The forest's history is shrouded in legends of savagery and terror. There are stories of barbarian humans, refugees of Gire invaders who took to the forest, the strange, violent, Isho storms that frequent Glounda, and especially the stories of the huge, terrible form that has arisen from the forest's depths. destroying villages and causing violent, unnatural deaths. Recent speculation and rumor has it that the cohort of soldiers lost in 3475 perished at the hands of this beast, this "Eelshon Sheevid," as it is called in the shanthic lore. Though the legends date back thousands of years, the dharsage refuses to speculate seriously on such stories and claims that the legends were invented to keep children from wandering the forests.

In addition, the mandare of the northern forest have scared off travelers for generations. There are stories of horrible, toothed beasts searching for food on the Ardoth-Sychill road, swallowing most any prey whole. Gauss Valley has similar stories based on the Corondon of their east. The Roise Mountain Range used to be home to a large population of these creatures. The croid and corastin are also fixtures in tales of terror.

Isho Storms in Glounda

Regardless of the official position, no one is keen on traveling Glounda just after an Isho-storm, for legend holds that this is the time of the Creature's emergence. The Isho bolts that rain down from the sky cannot explain all of the destruction sometimes found after a large storm. For as long as a few days after a storm, however, a muadra's Isho will climb as high as double or triple its norm.

True Gioundan Natives

Though a few of the original Gloundans can still be found from time to time, they no longer pose much of a threat to the forest cities. Travelers, on the other hand. should be wary of human forms hulking silently about Glounda's deepest recesses. They are skillful hunters and trackers, and will often give intruders a nudge out of their territories. Their populations are greater in the more southern parts of the forest though they number no more than a few hundred total.

The City of Glounda

Buried deep within the forest lies the city of Glounda. Nestled in a small valley along side Lake Elgry, the city was founded in 3337 by refugees of S'sydra from the northern coast of Lusail. Though it took time to adjust to their new environment, the Gloundans quickly learned not to touch glispeen bark, to drive the tarro from their encampments, and not to eat the trevice fern leaves (even if they do taste good). They erected a city in the wilderness that pierces Glounda's often thick canopy. It wasn't until the late 35th century that they would greet people of common ancestry again, and by that time they had changed beyond recognition. They were no longer S'sydrans; they were Gloundans. The '"pearlice shrine-sings" had long since faded away and had been replaced with "cluslum whistle-chants" of the forest Their language had also changed with time. They spoke their Entren with a languid accent.

After the Energy Weapons War, Khodre was able to establish friendly terms with the city's leaders. Troops from all over Burdoth travel to the city of Glounda for military training. The forest makes an excellent and secluded training ground. It also provides condrij from all over the realm with neutral soil

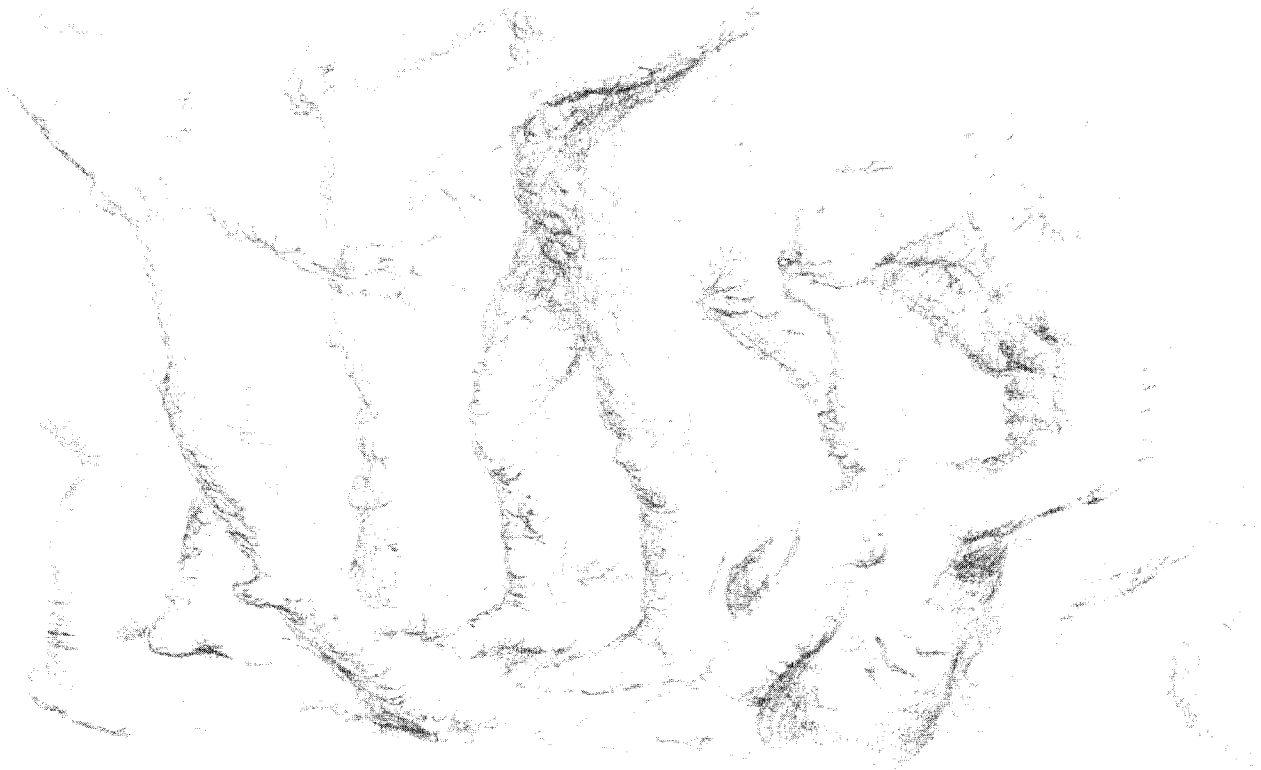
with which to meet. Between two and four thousand troops are stationed in Glounda for training at any given time. A typical tour of duty is Glounda, Gauss, Ardis East Coast, Lusail, and the Essanja.

South-Glounda

The South-Glounda area supports no cities or population centers, but is passed through by tens of thousands of travelers each year. The weather is typically hot and humid. The land gets little rainfall, as does the neighboring Sobayid. Hills and small sharp peaks litter the terrain. Tall grasses grow, especially south of the Coy - a perfect niche for small predators to hide in. A few thivin villages have existed here for the last hundred years or so. They entered Glounda during the Energy Weapons War, eating pibber and learning to make music from hollow scragger bones. The Krayll Road which crosses through South-Glounda is wide and unpaved. Traveler updates are posted about every 10 kilometers which tell beginners how much further they have to travel and what native threats exist. The notices have been regularly maintained by thriddle since their return to Ardis in 3475. Seasoned travelers carry weapons when using this road in preparation of scragger attack. Bows are particularly effective unless the scragger attack from the deep brush. Dharmees are common in South-Glounda, but a rock or a heavy stick will usually drive them away; the smaller ones are easily killed.

North-Glounda

This hilled, wet region north of the Glounda forest is the preferred habitat of a handful of small grey mandare that roam the tall pale grasses in perpetual search of food. Though an encampment of thivin ve nearby, they avoid the routes taken by the mandares and instead search for the carcasses after a loud mandare-to-mandare battle, hoping to find bones with which to make musical instruments. A few stray bochigon wander the hills here, feeding on an abundance of kayedi, their favorite food. These particular bochigon are especially difficult to train. With no native predators (save mandare) and a comfortable supply of their favorite food, they are hard to bribe into training. During the heavy rains, bochigon sometimes enter the comfort of the thivin villages, where they are kept warm and later permitted to leave. The thivin gather kayedi from the grasslands and sell it to the people of Seecre, who export the plant mainly to Ardoth for use in bochigon training.



LUSAIL

This province includes all lands north of the Lusail river and east of the Liggit Mountains from the point where the river starts at the base of the Liggits. Near the coast of the Assydre Sea, the rainfall is heavy and the skies often dark. The bay gives partia! protection to Sydra, Scolia, S'Nabla and Sallen, but Lelligire usually takes the full brunt of harsh weather. The southern-most tip of the Assydre Bay marks the joining of the halves of this province. Though the entire area is usually called Lusail, the people of the western part of the province call it S'sydra. Given representation by only a single Ardothian Council member, the two parts of Lusail have been forced into concession.

The people of Reet were originally colonists from Lelligire whose allegiance was slowly bled from them through centuries of abuse. Reet remains a topic of hostility between Lelligirians and her ancient colony.

Lelligire

Lelligire is a city of 170,000 located on the cold waters of the Assydre. The city (then called Trosoe) was ravaged in late 3472 by ramian who destroyed Lelligire's fleet and drove back her army. The dec sion to engage the Voligirian armada was made by Penzer Cattletross, whose unreasoning pride forced him tc send the Lelligirian fleet out to engage the ramian gire. Reel refused to send her fleet to Lelligire's assistance, based upon the overwhelming odds and lack of motivation - the T'sulyans of Reet have hac their patriotism slowly bled from them over the centuries. With hindsight, it has been reasoned that the armada would have passed Lelligire, continuing to its final destination, Sydra. What prevented assistance from the main Burdothian Fleet was the bottleneck at Loo'hoss Straights.

Penzer sent the ships of Lelligire to their doom in spite of all the advance warning at his disposal. The defeat was resounding; the ramian diverted themselves from their destination long enough to enter the port of Lelligire and destroy all ships, burn the docks and burn ?he fields. They left behind them a ravaged city with few civilian deaths, but destruction and injury beyond the capability to make war Lelligire was soon to arrive at the brink of mass starvation. Though the Lelligirians don't like to admit it, the supplies of food sent by the Sydrans saved thousands of Lelligirian lives in the months after the war.

The name "Lelligire" is taken from the legend of Sydra, 31 13. Upon witnessing the senseless murder of his lover at the hands of the ramian, this Sydran Lieutenant began a frenzy of ramian killings. The facts behind the story are not clear, but the Sydrans like to think that it was because of him and the probiems he caused the invaders that they had time to leave their city. "Lelligire" held the ramian off before meeting his own destiny. After the great losses in the war, the name Lelligire was adopted by the Trosoens when they came to rebuild.

Fabrics and designs from Lelligire are known throughout the realm and beyond. The clothing of dharsage is almost exclusively Lelligirian, and the seamstresses and tailors of the rich are oiten brought over from this northern city. Lelligire imports as much cushdin thread from Phalmre as possible. Woven together with cotton from the spiral-vine which is common to the scrub-lands surrounding Lelligire, a fine hybrid weave results that has both strength and a silky texture. Myriad styles of this fabric, dyed in every conceivable manner, are for sale on the busy streets of the Lelligirian Bazaar. The garment district. "huldrin," is located just off the main docks at the water's edge. The continuous stream of thread that enters the district each day is delivered to buyers, dyed, woven into fabric, and then sold to clothing makers, who design the seasonal styles of Lelligire and even Ardoth.

Fine red dyes are used heavily in the design of clothes. The river city of Ailaudra provides a steady supply of kayum (dark red roots that have a horrible, slippery-bitter taste) for use as a stain in Lelligirian fabric. Browns and tans are the other popular colors here. Though it is possible to stain thread a dark blue, long-lasting blue dyes have yet to be perfected.

Lelligire during the ramian invasion of 3113

When the ramian gire sailed across the seas to land in Sydra, the Lelligirians offered no support they had their own battles with ramian. Lelligire was under siege and was struggling to hold her own. It seemed, however, that most of the gire forces were concerned with moving inland and spreading out. Lelligire held out for seven weeks before her walls finally tumbled and the ramian entered the city. There was great bloodshed. It is clear that the ramian intended to level the city and kill its population those who fled eas: were spared.

Reet

Reet is an island located in the Assydre Sea, near both Lelligire and Sydra. it was colonized by Lelligirians centuries ago and established as a military base. Through a history of neglect and abuse of the population, Lelligire slowly bled the allegiance of these people from their homeland. The main city, T'sulya, is Independent atter centuries of war. The Lelligirians are not magnanimous as conquerors. When their sieges have succeeded, they have killed civic leaders and destroyed monuments. The T'sulyans treat Lelligirians with contempt. Over the years their trading has shifted to the west, to Sydra, where they have close allies.

The island has excellent agricultural land along its southern ridge, but the north is too rocky for farms Much of the island's center is forested and uninhabited. In this central region was once a SkyRealm. It was populated, though not cultivated; shirm-eh grew in natural abundance. Long ropes dangled below the SkyRealm for climbing up on. During a war with Lelligire, the SkyRealm and the small Lelligirian fortress-city of Trosen which sat atop, fell to the ground, turning the city to rubble and disheartening the Lelligirians. Needless to say, this particular battle was won by the colonists of Reet. The destruction of the SkyRealm was planned by the T'sulyans, but it came at a coincidentally good time

Ailaudra

Located on the Elluce river, a tributary of the Lusail, Ailaudra offers fresh water fishing, organized, annual athletic competition and regular shipments of Scolian rusper. The nearby forests and marshes support a variety of small animal life. Pibber wander freely about the city. Unlike in Glounda, these creatures are not eaten, but cared for as pets though the Ailaudrans have no trouble with their conscience when exporting excess pibber downstream to Sodrin when the pibber population gets out of hand.

Grown here in large marshy fields is the red kayum root which is exported for ust: as a clothing dye Lelligirian transports travel overland to Ailaudra to purchase this roo?, though during Crith the weather is so bad that the road to Sodrin must be taken and the Lusail river followed. Flooding is a problem only to those who live directly on the banks of the Elluce.

An abundance of Scolian rusper makes its way through Ailaudra every few months for transport to Lus'ikai. The Ailaudran "carriers" receive Scolian rusper as payment to finish the last leg of the journey

Sodrin

Sodrin is located just inland of the Lusail River's joining with Alsyla Bay. Exports from Elds, Lus'ikai and Ailaudra pour downstream to Sodrin on a regular basis. Though there is a set of smal! ports located at the sea's edge, the Sodrins rely upon Lelligirian and Sychillian transports to purchase their imports. Sold here is kayum, a red root from Ailaudra valued by the finer tailors and seamstresses of Lelligire and spillij juice, which is routed to Sychiil where the sailors often drink it to excess.

The pibber sent here from Ailaudra have become a problem in recent years. To cope with the eve: increasing number of these creatures, the Sodrins had imported a huge supply of beagre (now considered a major mistake), which they allowed to roam the streets of the city. Though this cut down the pibber population dramatically, packs of beagre now brute their way down streets near the edge of town, lurking and snuffling about, eating garbage and attacking anything small enough for them lo tackle (which has

recently included a thombo). Thrs problem is getting serious, and in Ardoth, Tauther in need of chatlisk marks are urged to trek to Sodrin and participate in the beagre hunts there. Ardoth's top three winners in the Mullin beagre hunt have been sent to Sodrin in an official capacity to help with the infestation

S'SYDRA

Sydra is located at the bottom of the Assydre Bay, south of Scolia, S'Nabla, and Sallen. The city neighbors a large stone monument, or pyramid, that the people refer to as the Thooh'sa. It has no entrance nor engravings on its surface. It serves mainly as an oddity, a place by which the Sydrans relax in the warm air of Mullin. A few rich Ardothian families bring a little extra money into the area each Mullin when they visit. It is the Thooh'sa, Scolian Rusper. and miles of pearly white sand beaches that draw families here from such a distance. The Thooh'sa's origins are unknown.

Though close to Lelligire, the Sydrans and the Lelligirians treat each other with hostility. The original rage of the Sydrans was due to the discovery at the end of the ramian war of 3113 that the Lelligirians had dismantled the remains of their city for their own rebuilding, before the Sydrans could return home. Soon after, the Trosoens (soon to become the Lelligirians), were accosted by Sydrans wherever they traveled, stoned and insulted at every meeting. This hostility has never evaporated.

The Sydrans export barrel after barrel of pickled creshi for distribution throughcut the realm even the Lelligirians favor the pickled creshi of the Sydrans. The creshi pickling process is the specialty of the wharf people here. Durlig is grown to the west of the city, but Sydra's agricultural fame comes most from her balweze, sweetest in the north. Similar to melons, this fruit is easily turned into pie by gifted Sydran cooks. This and pickled creshi are the the city's specialties.

The architecture of Sydra is low and flat, although often layered. Houses are built on top ot one another, with access often available only through a system of ladders. Many buildings here are made of clay imported from S'Nabla and a solid, tan-colored wood. Nothing is erected too close to the water however. The tides of the bay are unpredictable, and can rise and fall as much as 60 feet over the course of a day. The wide beaches are frequented by the Sydran children, who play dally by the waters edge and are excellent swimmers.

The personal appearance of the Sydrans is distinctive. Most of them have dark, coarse hair. Dark colors are usually worn, blue being a favorite. Although the blue dye is not permanent, Sydrans think nothing of re-staining their clothing every few months. They import as little cloth from Lelligire as possible. The lavish display of fine Lelligirian fabric in Sydra is considered disrespectful and vulgar. They make due with their own crude cloth, made from creshi-skins and a little bit of spiral-vine. The creshi must be beaten for hours before it softens up enough to be used.

S'Nabla

The soil there is good. S'Nabla's people coil and spin jars, pots and other tableware for export. Also produced there is the "sarla dark," a wine made from the pihl (puh-l) berry. The name sarla comes from the wine's original maker. Another native crop is the russip-root, which is fermented to make rusper.

Scolia

Probably best known for her Scolian Rusper, Scolia is the only producer of a "fine" rusper. The city is mainly a trading center, for their is no real "city center" nor council hall. The land is divided into a handful of rusper dharlerin owned by a few rich families.

Though the Sydrans, Ailaudrans, and Lusikains all profit greatly from the sale of the Scolian rusper, the laboring class Scolians toil long hours and receive little reward. These people are poor and are paid low field wages, as they do not own the land they work on or the rusper they produce.

Sallen

Sallen is a medium sized city of 23,000 located inland of the northwestern edge of Assydre Bay. Its moist, clay-like ground is perfect for pottery. The "clay-makers" of Sallen have been able to create fantastically strong ceramics out of their native soil. Used for everything from fine plates to utensils to tools, its protection as armoring is being attempted, although there is difficulty in preparing this ceramic in large pieces. Located just out of the Suh'Larvan Marshes, Sallen is occasionally faced with barrages of granthix which have destroyed the city's crops and fields many times in the past.

Elds

The Sydran refugees of the ramian invasion of 3113 fled south to the Lusail River and then west to Syls Valley which lies between the Ayns and the Roise Mountain Ranges, branches of the Liggits. When these people found the end of the valley closed off by the Liggits, many chose to stay, taking their chances that the ramian would not come, while others left in haste, traveling under the lead of Salmansi T'san, who took them back out of the valley and into the Glounda Forest.

Those who stayed in Elds were lucky. The gire invasion did not venture quite far enough into the valley to discover these people. Twenty years passed before word came to this community that the gire forces had been defeated and driven out of Lusail, but some of the people of Elds would not go back. Most of the Sydrans returned to their city, only to find it dismantled by the unquestionably evil Lelligirians. Those who stayed found the valley quiet, peaceful and safe. There were no gire, no Lelligirians, no great distances to cross. Their thombos had grass to graze on, the wildlife was edible, and there was plenty of water on the banks of the Lusail.

The people of Elds spend most of their time making crafts and talking. There is no urgency to life here. A few crystals have been found in the hills south of the Ayns, but not enough to get anyone very excited, except for crystal-hungry Ardothians and Sydrans who think that the people of this valley have something that they're hiding. Clandestine expeditions have been sent into Syls by both north and south, never with any luck. All they return with are one or two crystals for months of intensive searching.

Cushindell Marshes

This large marshland provides the means of survival for two human settlements, Phalmre and Delmre. The marsh supports a variety of Terran life, but is primarily Jorune oriented. The enormous insect population has supplanted animal life in parts of the marsh. Included on the long list of insects are tootles (a form of edible worm that is grilled), granthix (bulbous, small-legged beetles), pungers (climbing insects with a nasty bite), and coghtodds (big, mean, round, flat, slow-moving, pincher-bugs that are inclined to bite. The coghtodd's threat is mainly to the sleeping and unwary).

Besides the tootles, the peoples of Cushindell gain little benefit from most of the insects. Of major exception is the Cushindell silk-moth, which produces a fine thread that is spun and woven into a luxurious fabric. The famed Lelligirian fabrics are made of a blend of "cushdin" (the name of Cushindell silk-moth fabric) and cotton. The insect from which this thread comes is not truly a moth by Terran standards. Though it is moth-sized and looks something like a moth, its wings are capable of only short hops, and does not come from a cocoon. The silk-moth produces the desired thread only if fed the stranded birl-grass of the marshes. The moth naturally spins the thread for padding its egg sacks.

The dichandra of the Cushindell make great deal of noise at night, though they are not dangerous. They in turn, wait until night-fall to ensnare these walking "dichandra-stone" components, then make off with the creature's stones. Typically the ailing dichandra is left to die.

The few farg that live here tend to avoid humans and exist mainly in the deep of the marshes. Their harsh bellowing can sometimes be heard by the people of Delmre. The bite of the farg-infesting ygn is a constant reminder of this threat.

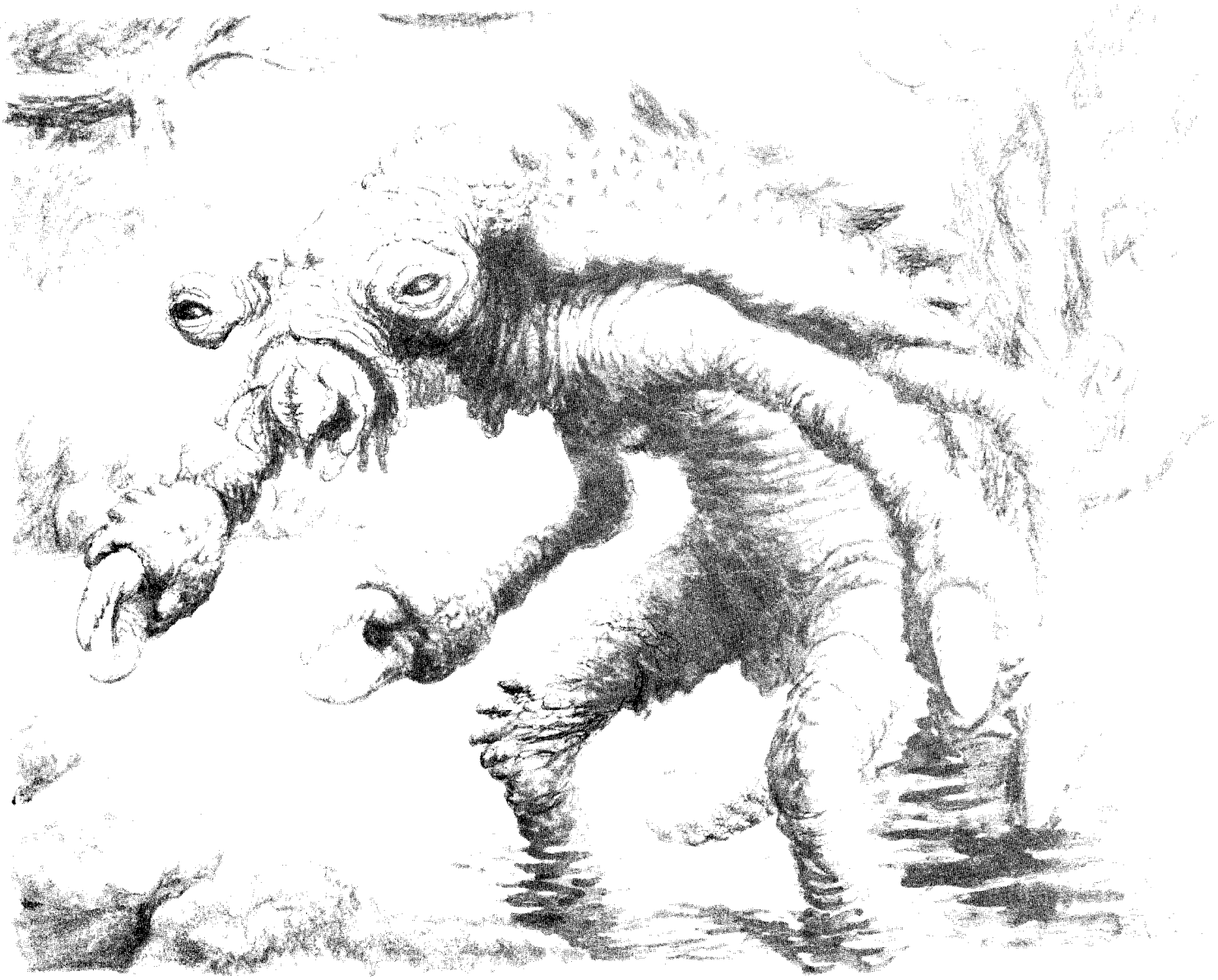
Phalmre of Cushindell

Phalmre is a town of about 9000 on the edge of the Cushindell Marshes. Their major exports are Brynk hardwood and the Cushindell silk-moth, which creates a floss that can be woven into an excellent fabric The Brynk hardwood is normally found only in Drail, but there are small acreages of such trees growing in Phalmre The Brynk's strength and beauty place it under heavy demand of the Dharsage and other royalties. The Cushindell silk-moth produces a fine silk from which the gowns of royalty are woven The Lelligirians import the majority of this silk, weaving some of the realm's best fabric

The small thivin contingent here treks the marshes every once in a while to trap dichandra which are to be mercilessly denied their "stones." The Phalmrens don't think much of this and tend instead to concentrate upon the thivin melodies which can be heard throughout the city Because of the Brynk hardwood it is possible to buy the finest in thivin musical instruments in Phalmre. The craftsmanship is every bit as good in this northern town as it is in Ardoth

Delmre of Cushindell

Phalmre's sister city is located an hour's walk by foot. Though the reserves of Brynk hardwood have long since been depleted, the Cushindell silk-moth is available in abundance Almost the entire work force here is involved with the spinning of silk. The population of 1200 depends heavily upon Phalmre for imported goods and supplies, even produce. Delmre is often besieged by lirgin beetle, a reminder to those who live near Cushindeli that farg lurk not far into the marshes



THE GAUSS VALLEY

The Gauss Valley is located in Burdoth's northwestern quadrant. The original home of Iscin (the Bio-Tec engineer), this Valley was the spawning ground of blount, crugar, woffen and bronth. Centuries after the Human/Shanthic War, the Gauss Valley was inhabited by hunters and gatherers, survivors from various colony sites. A young human, Peter Gauss, stumbled across Iscin's work, and discovered the purpose of Durlig on Jorune; until this time, durlig was considered inedible by most of the peoples of the valley. Gauss then knew that durlig was not only edible, but essential to human nutritional needs. A town grew out of the durlig fields that Gauss planted. The people no longer needed to be migratory; it was now possible to live a less strenuous life. Though pulling the durlig imposed a strain of its own, the people who ate it were healthier and stronger.

The vaiiey is known by Gauss' name, as is the city he founded. Gauss' wife, Maytrish, Inspired legend and lore over her cornpassion for the non-human races. it was her words that stopped the killing of the mutant children in the early days of the valley. Her muadra son, Khaun, exceeded his father's every expectation

The city of Gauss prospered and grew, but over the millennia has beer? afflicted by several plagues that killed off large populations. Constant crugar invasions, though usually small in numbers before the Energy Weapons War, kept Gauss on alert and kept communities compact and in good contact with one another.

Woffen have lived in the valley since their creation by Iscin in the early years. Their populations here have been iow since the Ninindrue Plague Slayings of 2934. Woffen located in the southern part of the valley were mercilessly butchered by crugar hordes pouring over the Kuggin Mountain tops. Caji Gends. disciple of the shantha Sho Copra-Tra, trained a group of muadra in the Desti in order halt the crugar in Ninindrue before they reached Gauss. Thousands of woffen were saved in this way, helping to cement the alliance between muadra and woffen.

After the plague slayings, most of the surviving woffen left the valley, traveling south. They made their way through the East Trinnu Jungle Lands and ventured into Anasan, where a small woffen nation already existed.

Fourteen years ago, in 3470, some dharsage farms in the Gauss Valley began using Aerators for durlig harvest. Several of the devices are in known use, two in Gauss, one in Khaun Gauss. The dharsage keeps the knowledge of Earth-Tee supplies as secret as possible.

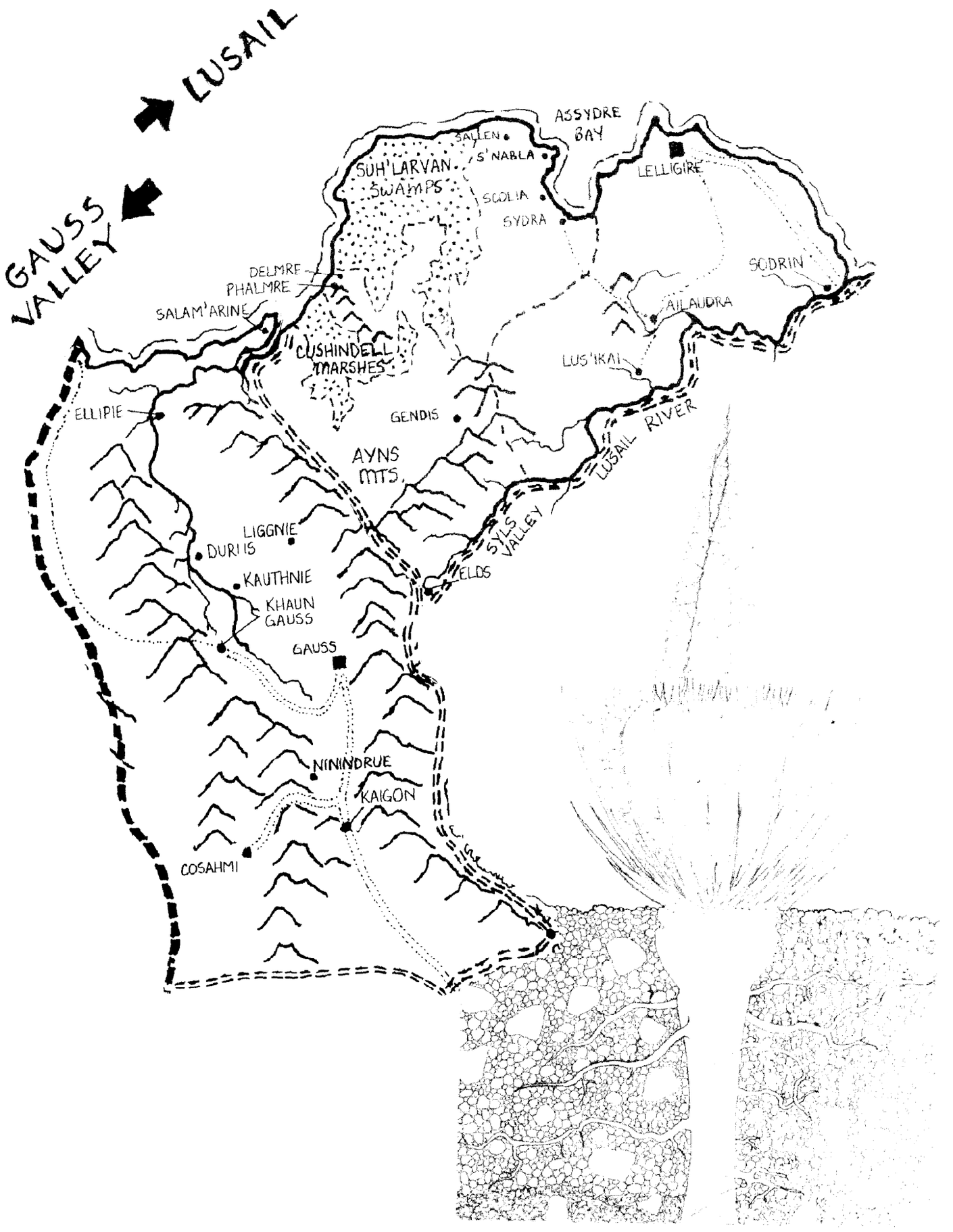
Gauss

This is the largest and oldest city in the valley. A few miles west of the city's edge is the spot that legend marks as Iscin's lab. Woffen and bronth sometimes travel to this site to see their beginnings.

Moving away from the Liggits, the land becomes more and more flat. Small rivers criss-cross the entire Valley's floor, making irrigation unnecessary in most areas. The land is naturally fertile and there are few hostile predators, South of the city used to be the "Corondon Lands," where the tremendous Dhar Corondon ruled. Over the millennia their populations have dwindled and they have moved over the Liggits and into Glounda's western edge. They are no longer a threat.

Gauss is known for its tremendous durlig production. Though the heart of the city is small, surrounding farms extend for miles in all directions. The composite population of this entire area is 125,000 and though sparsely populated, almost the entire valley is inhabited, bringing the total population to over a million.

The institutions of Gauss have had a great effect upon Ardoth's development and visa-versa. Klades were


LUSAIL
GAUSS VALLEY
ASSYDRE BAY
SALLEN
S'NABLA
SUH'LARVAN SWAMPS
SCOLIA
SYDRA
LELLIGIRE
SODRIN
AILAUDRA
DELMRE
PHALMRE
SALAM'ARINE
CUSHINDELL MARSHES
LUS'IKAI
ELLIPIE
GENDIS
LUSAIL RIVER
AYNS MTS.
SYLS VALLEY
LIGGNIE
DURIS
KAUTHNIE
KHAUN GAUSS
ELDS
GAUSS
NININDRUE
KAIGON
COSAHMI

entirely a development of the valley; thus, the oldest klades have their roots in Gauss. On the other hand, the drenn system has been employed here for almost as long as in Ardoth. The integration of cultures has existed almost as iong as trade between the two cities.

A few of the oldest and mos? powerful klades in the Gauss include the Asmir Yordeh Klade, the Jahadda Pharmacy Klade, the Plencia Food Klade, and the Storuli Blade Klade. The first two have klade branches in Ardoth.

The durlig grown in Gauss is combined with harvests from all through the valley and is shipped south to Ardoth and the Sobayid. Some of the crop is sent down the Agis River to Salam'arine where it is shipped to Phalmre, Delmre, and North Khodre

Khaun Gauss

Named after Gauss' muadra so:: this city is another of the valley's major suppliers of durlig Khaun Gauss has been sacked many times by crugar invaders from the valley's north and south, and also from crugar invasions over the Kuggin Mountains Though burned to the ground several times, it has risen from the ashes each time. Stone slabs lie around the perimeter of the city where the old walls stood They were not rebuilt after the Energy Weapons War. Most of the city's population has returned, but there are now fewer than 60,000 inhabitants of Khaun Gauss. Fifteen thousand boccord live in Khaun Gauss, which is atypical for a city of this size in the valley. The boccord's strength advantage in pulling durlig has carved a niche for them in this durlig rich area.

Ninindrue

Once a bastion of woffen vitality, Ninindrue is all but abandoned now. This city's harsh history incluces the bioodshed of the Ninindrue Plague Slayings of 2934 and the crugar slaughter of Ninindrue during the Energy Weapons War of 3436 Woffen avoid Ninindrue when possible, though they are not the only race few venture into the wreckage of this ancient city. The handful of durlig growers who live here travel the barren trails to meet the Kaigon road which connects the valley with Kaigon. The city does not deal with drenn, the dharsage, the miiitary, nor politics of any other kind. The people here do, however, have a good rapport with the thriddle of Cosahmi, who sometimes pass through Ninindrue on their way into the valley proper.

Kaigon

This ancient city was once the sentinel of the valley Its military protected the southern entrance to Gauss Valley from invasion until its complete destruction in the 35th century. A crugar invasion from the west overtook Kaigon in a matter of days in 3366. The city's walls were razed to the ground and most of the population had no chance to fiee and was killed After that invasion was beaten back. humans from the central valley started to repopulate the city, but it never regained its original strength. The crugar invasion that poured into Burdoth in 3436 had little effect on Kaigon: its small population fled north immediately when they saw ?he magnitude of the oncoming assault. Reconstructive efforts of the past war survived crugar aggression. At the end of the war, Kaigon's peopie returned to their city and began re-establishing the splendor of previous centuries. This ambitious project has been assisted by many Gauss Valley Communities that want Kaigon rebuilt. Craftsmen and their families are promised land in Kaigon for their labors in rebuilding the city. The city walls have almost been completed as of 3484 Kaigon's popuiation is now up to 20,000

As a key trading center, Kaigon offers benefits of Gauss and of Ardoth. Indeed, there is speculation in Ardoth that Kaigon may again become a thriving center of trade, as it had been in past centuries.

Cosahmi

This thriddle town has been the principle seat of coditch production for hundreds of years. It is not known how long Cosahmi has existed. It seems that all at once there were thriddle in the Gauss Valley, and when the humans traveled back with them to see where they were from, they found a large city of thriddle just west of the Kuggin Mountains.

The city is made of several compact areas of dense housing linked by long, narrow roads. Between each "delse" (as these sub-communities are called) are fields of coditch. Scores of delse make up a single thriddle city such as Cosahmi. In the past, each delse had a specialty of coditch that was considered important. However, over the last decade or so, Cosahmi's attention has apparently turned away from agriculture, to a somewhat mysterious obsession. Though their coditch harvests are not small, or even shrinking, cross-breeding efforts seem to have abruptly stopped as the thriddle have taken up some more important task. Whatever this task may be, it occupies their time in earnest. Thousands of the city's population are engaged in some indoor activity that makes little noise, produces apparently little, but drives the thriddle to the point of exhaustion. The young in the society seem especially susceptible to this malady. When asked at length, the thriddle explain some sort of horrible computational lexicon that involves days or weeks worth of work per assignment. It appears that there has been a radical effort to bring the thriddle of Cosahmi to a high level of mathematical competence over a short period of time.

Studious as the thriddle may be, even they need rest. Journeys over the Kuggins to Gauss, or even the distant trip to Ardoth, are made every few months by groups of a hundred or more thriddle. The small towns and villages know not what to make of these querrid rampages, for the thriddle are near carnivorous in their question-asking. What makes locals feel even more uncomfortable is when they overhear these aliens pooling information that they have collected. The thriddle consider it polite to speak in Entren within the valley and do not realize the strain and mental cruelty they extract upon the populous they pass. In groups of 100, thriddle have been called hoards, packs, and swarms, but perhaps Kirra Ho-Trid said it the best when he referred to a group thriddle visiting Ardoth as "A school of `thought-creshi'."

Kauthnie

Another of the Valley's durlig producing cities, Kauthnie is old and worn. The land here has turned marshy as the Agis River has altered its course over the centuries. Though the durlig still grows, it becomes even more unpleasant to harvest. There is a small woffen community here, and at least one shast on duty at all times in the Kauthnie Shenter. Though not significant for its agricultural output, Kauthnie's genuine woffen drinks and atmosphere draw crowds every month when Shai is full.

Durlis

This durlig city of 17,000 lies just down river of Kauthnie. Durlis is known for their creative durlig dishes which include pies, breads, cereals, and even durlig candies. The Durlisins take pride in their creations and make a point to tell strangers how healthy they are. In fact, the people of Durlis do have just about the longest lifespan of any humans on Jorune. The people look strong and have great endurance.

Durlis respects the drennship system and receives a few challisks each year. Those who attain drenn are showered with gifts and are greatly respected by the members of this community. Of the thousands who live here, only a few hundred are drenn.

Liggnie

Isolated off to the East, Liggnie is cut off from much of the trade and communication that runs through the Valley. The city's population of 7,000 is self-supporting and exports very little. The Liggnians are friendly to strangers, but their curiosity is a little overbearing. Visitors are taken through the ringer of standard questions.

Of interest is the year 3414, when a Dhar Corondon from who-knows-where tromped through the center of the city, smashing buildings, blasting property, and eating thombos and people. The Liggnians were helpless to stop the beast and simply left their city until it went away.

Ellipie

Located at the northern end of the Gauss Valley, Ellipie prepares the shipments sent down the Agis River for the last leg of their trip down to Salam'arine. The river widens out near Ellipie, making for large flat

marshes. A few slutches live here, as do some fresh water creshi.

Of the population of 5,000 in Ellipie, only a handful are muadra and boccord. Ellipie was founded by the people who did not abide by the wisdom of Maytrish and headed north on their own. Their strong racial feelings have settled down somewhat over the past three millennia, but muadra and boccord tend to avoid Ellipie. There have been no outright conflicts with non-humans in recent memory, but the feelings in this town are not good.

Salam'arine

Salam'arine is an ocean-port that exports durlig and coditch to all of Burdoth's north. The people here are strongly aligned with the peoples of Phalmre and Delmre, providing them with food in exchange for cloth and wood. Many of the goods that Salam'arine takes in are transported back up river where they are sold in the valley proper.

Creshi churn the ocean water here with their numbers. The Sea of Samile is rough and treacherous near the shore, forcing ocean-going vessels to travel away from the coast for journeys of any distance. Such is the case with nearby Phalmre and Delmre. Every few years a Salam'arinian ship will get hung up on reef and sink. For hundreds and hundreds of years this has led to a large number of relocated humans near the shores of the Sea of Samile.

THE SOBAYID

The first people of the Sobayid were part of the original South-Valley Research Facility. Forced south by shanthas after the war, they settled in the low valleys of the Sobayid. Some traveled further southeast, to Miedrinth and beyond.

The northern land of the Sobayid borders the Gauss Valley and shares much of its terrain and clime. The tail-end of the Kuggin Mountains juts south into the Sobayid; the terrain is somewhat rocky. Traveling south, the land becomes flatter and the weather drier. Rainfall comes only at the height of winter. Myriad lakes and small rivers provide the water needed for agriculture there. Further east, the land is hot, dry, and water sources scarce, but the area is not desolate; the land there supports shrubs, occasional vine growths, and a multitude of dharmees. At the edge of the East Trinnu Jungle Lands the environment changes drastically. The air turns humid as patches of marshland take over the land at the outskirts of the jungle.

Sobay

Sobay is the oldest city in the Sobayid and also the one most vulnerable to crugar raids from the Doben-al and Temauntro. The city walls show the signs of thousands of years of siege and repair. Patrols from Sobay venture out as far as the Doben-al, looking for any signs of movement on the horizon. The Burdothian army of the Sobayid is garrisoned in Sobay. These forces assist the Sobay patrols on their westward marches. Sobay's garrison is part of the Burdothian Army. Though stationed there, its members come from all over the realm. Their exercises include patrols throughout the Sobayid.

The economy there is driven by the needs of the condrij (fighters), durlig and trade. Sobay's civilian population was high until the crugar slaughter during the Energy Weapon's War. The large number of condrij have little to do in their spare time there and enjoy occasional excursions north to nearby Joble, where thivin gamblers offer a skilled form of entertainment. The thivin classics, Shambo and mayoo, are played in Joble - Sobay's kim forbids these forms of gambling.

The main crop in Sobay is "hilc", a plant that allows humans to digest native flora without difficulty. Even the vile grasses of the East Trinnu Jungle Lands can be safely eaten with hilc. While this limilate does not protect a person from eating an outright poison, it aids in the digestion of complex proteins that would normally pass through the system. It is transported all over Burdoth and as far away as North and South Khodre, Thantier, Dobre, and Lundere. Sobay is the single largest supplier of hilc, which is grows in some quantity in most areas, for human settlements would have perished from malnutrition without it.

When thivin traders from "The Valley" (Gauss Valley) travel south through Sobay, it is "Tivis," the time of trading with thivin. The morale of Sobay's Dharsage garrison is greatly bolstered by these seasonal visits. Toys, trinkets, jewels, candies and specialty drinks are carted down by the thombo-load for the condrij to consume.

Joble

Joble is a city located southeast of Sobay. Its large thivin population immigrated there sometime in the 3450's. As a center of gambling, it draws crowds from Sobay and Laindis, and even as far away as Miedrinth. Though Shambo and Mayoo are the favorites there, thivin play anything - they'll beat you at your own game. Woffen from Ardoth vacation here, traveling south to Coise and then overland to Joble. The thivin have only been here since the Energy Weapons War, but they have changed the city significantly. Their gambling, games, and barter have really put Joble on the map.

Joble grows little of her own durlig; instead, durlig is imported from Sobay. The portion of the population not involved in gambling is involved in mining and prospecting for metals. The low hills are rich in iron. The ore is purified and shipped to Sobay, where Ardothian buyers haul it back to the capital for use in weapons and construction.

The muadra population in Joble is large and wild. There are no restrictions on dysha use there, but the local caji are still held responsible for their actions. Non-lethal dysha battles are often fought in the illidges there, the winning muadra entitled to free drinks for the night.

This small city of 11,000 was of little interest to the crugar raiders that invaded the Sobayid forty-some years ago, though much has changed there since. The presence of 3000 muadra gives Joble the highest muadra population per capita of any city in Burdoth and by far the largest caji population. Almost 2300 of the muadra are dysha literate. The humans and boccord see them as compatriots - although dysha interference-skills are heavily practiced.

Laindis

Located near Burdoth's border with the Doben-al, Laindis is flat and hot but shares little else in common with western plains. The ground here is fertile and can sustain a variety of plant life. Rainfall is light in this part of Burdoth, but small ponds litter the grasslands and forested areas. Crops such as wheat and corn are still cultivated in Laindis, though farmers must painstakingly nurture them if they are to survive. Although these plants had been slightly modified to better their growth in the Jorune environment by the Earth colonists, experimentation was not complete when the war broke out.

In addition to foodstuffs, Earth flowers are exported from Laindis to all over Jorune. Only in Laindis can the seeds for roses, petunias and marigolds be found. This is also where they seem to grow best. Watermelons and cantaloupe are popular Laindis exports as well, competing with balweze from Sydra.

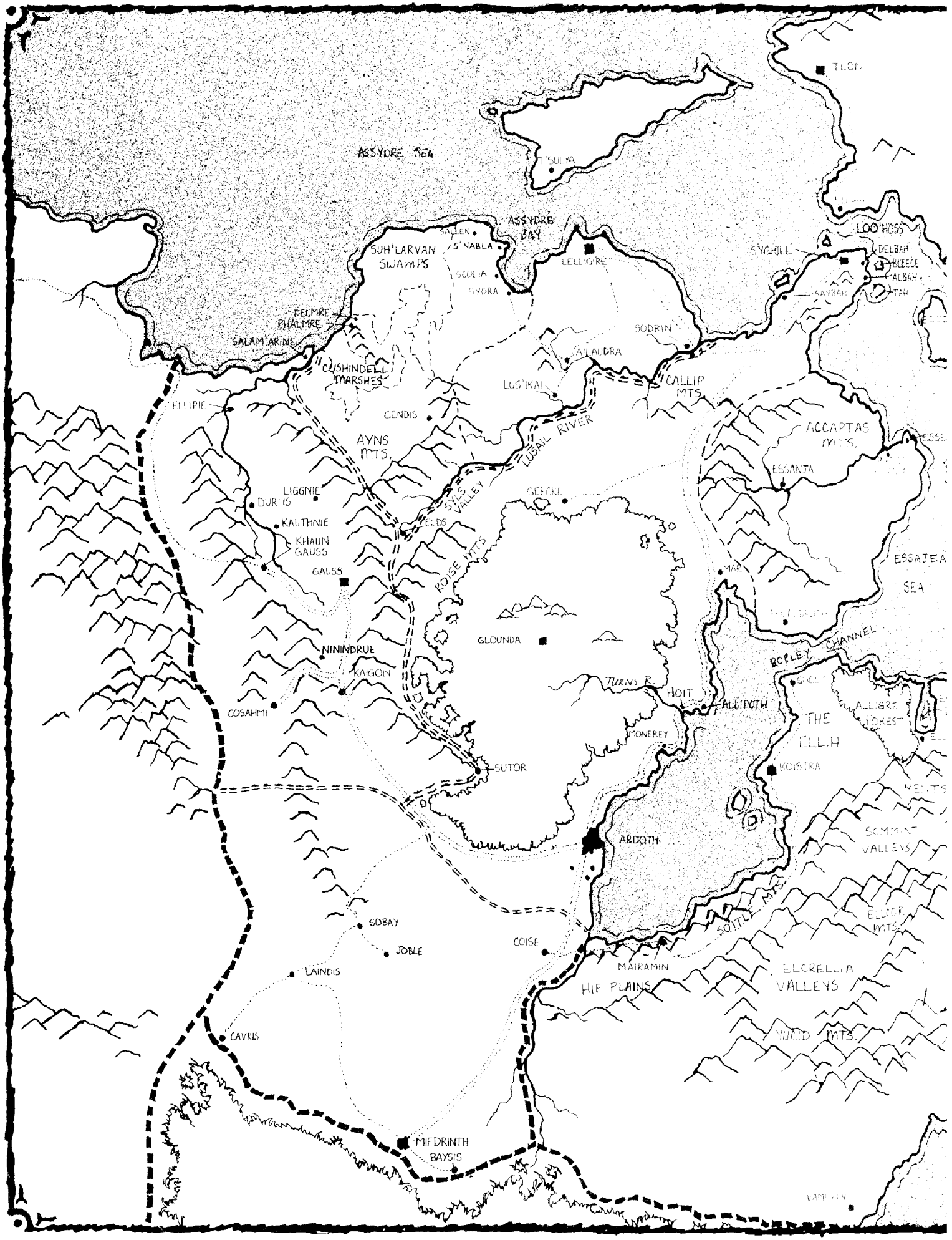
Over the past few hundred years, Laindra has adopted some of the Ardothian ways. As do many Burdothian cities, they have a kim and are supplied with a number of challisks each year. Since its beginnings, the kim has provided powerful economic leadership that has brought the valley prosperity. Travel is the ambition of upwardly mobile people in Laindis, following in the footsteps of the legendary Laindra Elayn, for whom the city was named. Laindra traveled across Burdoth, into Dobre, through Anasan, and back through the East Trinnu Jungle Lands in the 27th century. The epic stories she brought back with her after this continental trek inspired her to sculpt replicas of the creatures she met. These large wooden effigies still stand over the city's awss, silent reminders of far away lands and creatures. The people of Laindis are proud of their matriarch Elayn and show visitors great courtesy and respect. It is said that the more exotic the visitor, the better he or she is treated in Laindis.

Just as Laindrins enjoy distant travel, others trek continents just to taste the famed Laindrans wheat loaves and study the city's statue-filled awss. Passing through Laindis on a fairly regular basis are travelers journeying to or from Tan-Iricid through Thantier. The trip takes a minimum of a week and leaves travelers hot and exhausted. A short respite in Laindis is welcomed by these weary travelers. During Mullin, the intense heat usually precludes travel to Laindra from the west.

Though a south road into Carvis exists, there is little contact between the two cities, with the exception of occasional crystal trafficking and the transport of Carvis flowers. The northern road leading to Sobay is frequented by caravans from Gauss Valley, delivering durlig and luxuries from Ardoth - though the Laindrins consider durlig very low class. Most food products pass through Laindis down to Miedrinth, where the palates are less discriminating.

Cavris

Cavris, a small agricultural town lies south of Laindis. It Borders both the East Trinnu Jungle Lands and the Doben-al, sharing both the resources and dangers of these plains. The Carvans specialize in different Earth grains and flowers, but their real wealth comes from the sale of crystals. Though there are no sources of charged crystals nearby, bands of miners travel west to the Doben-al in the sweltering heat of Mullin, collecting the dry, powerless crystals found there. They are then brought south to the East Trinnus, where they are buried for upward of a generation. When eventually dug up, they are brimming with Isho and carry a high value. Though the crystals take a great deal of time to recharge into maturity, this has been an ongoing practice for generations. Fearing the accidental disclosure of their buried crystal


ASSYDRE SEA
SULYA
ASSYDRE BAY
SUH'LARVAN SWAMPS
SALEN
S'NABLA
SCULIA
SYDRA
LELLIGIRE
TLON
LOO'HOSS
SYCHILL
DELBAR
ALBAH
TAN
SAYBAH
DELMRE
PHALMRE
SALAM'ARINE
CUSHINDELL MARSHES
SODRIN
AILAUDRA
LUS'IKAL
CALLIP MTS
ELLIPIE
GENDIS
AYNS MTS.
LUBAIL RIVER
ACCAPTAS MTS.
ESSANTA
LIGGNIE
DURLIS
KAUTHNIE
KHAUN GAUSS
GAUSS
SYLS VALLEY
ELDS
SEECKE
ROISE MTS
ESSAJEA SEA
GLOUNDA
NININDRUE
KAIGON
COSAHMI
TURNS R.
HOIT
ALLIDOTH
ROPLEY CHANNEL
THE ELLIH
ALLGRE FOREST
MONEREY
SUTOR
KOISTRA
ARDOTH
SOBAY
JOBLE
COISE
LAINDIS
CAVRIS
MAIRAMIN
HIE PLAINS
SOLTLE MTS.
ELLCOR MTS.
ELORELLIA VALLEYS
MIEDRINTH
BAYSIS

BURDOTH AND HERIDOTH

Main Roads: =======

Major Pathways: - - - - -

Rivers:

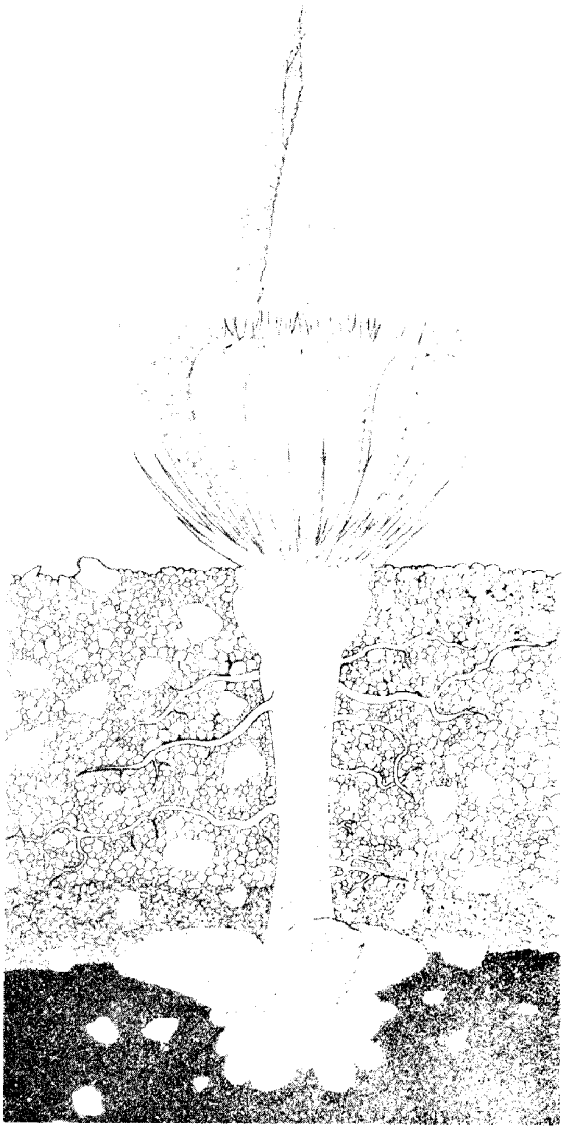
Mountain:

Small City: •

Large City: ■

Forested Area:

Scale of this map is: 30km each centimeter
45 miles each inch



resources in the jungle, the Carvans sell most of their crystals in Miedrinth, posing as crystal diggers of the jungle.

Carvans treat strangers with contempt. The less Burdoth knows about their travels into the Doben-ai, the better. Communication with outsiders is kept to a minimum. Travelers who accidentally enter the city are ignored. Muadra in particular have been deliberately mistreated. Thriddle know that they are not welcome there - Cavris is a sharp contrast from the friendly people of Laindis.

Miedrinth

This city of 100,000 people is a bastion of Ardothian culture in both her loyalty to the Drennship system and her political support of the Dharsage. Bordering the East Trinnu Jungle Lands, Miedrinth has occasional problems with cleash and other nasty creatures of the wilds. The city is large enough to provide most of the specialization found in Ardoth, though Miedrinth is richer in crystals, limilates, black-market Earth-Tec, and bochigon. What is lacking are talmarons (they are not native to this region), wines of suitable quality (the Miedrinthian "parthage" wines are ridiculed elsewhere), fine clothing, and challisks. It seems that Miedrinthian tauther are almost forced to travel to Ardoth to find a challisk to begin their tothis - Ardoth has been unable to meet the Miedrinthian demand for challisks. The Hall of Drenn in Miedrinth is one of the few cities that maintains a proud display of challisks. They honor their drenn and make city leaders of their kesht.

The population of Miedrinth is divided into people who have connection to the East Trinnus and those who do not. Thousands of beasters, crystal and limilate seekers, and jungle-yords make their living off of this southern wilderness. The rest of the population is engaged in urban activities and treats the "jers" (jungle-runners) with a high level of respect. The ways of the jers are rough, but not cruel - they are a brave bunch. They are used to looking out for each other in the depths of the jungle - no Miedrinthian jer would ever refuse to help an injured stranger, nor walk away from a person in danger. The sense of community amongst the jers has grown since the cleash threat began a generation ago.

Those who make their living in the dangerous Trinnus have learned to cooperate in an effort to stay alive. Miedrinth has applied coercive tactics to force Ardoth to grant their "heroes of the jungle" immediate drennship. The chell's approval is required on all such requests, and has been granted frequently since 3467, the year of Rhan Trohan's appointment to the chellship. His predecessor, Marshill Cardis, was a hard-nosed dictator, controlling drenn-ship with an iron-fist. Such recent Ardothian support has turned Miedrinth into a very pro-Ardothian city. There was a rift in 3470, however, when Khodre Dhardrenn wanted to ban East Trinnu travel for all but those with official permission in order to reduce civilian risk of cleash. The method of enforcement was not through the restriction of travel, but through the prohibition of selling Trinnu products in quantity. The jers of Miedrinth flew into a rage. Thousands of jungle hunters and limilate seekers threatened to rebel if not allowed to sell jungle goods. They eventually won out, and carry the symbol of their klade or kim, which permits them sale. Independents must sell through jers. Kim and klade patches can be bought on the black market, and are now a hot commodity. It is a crime throughout the realm to buy Trinnu goods in quantity from a person without such a patch, but the law is now weakly enforced.

Resources of the jungle are transported north to Coise, and finally Ardoth, where they are bought up in the Ardothian Bazaar. Though not known to the sellers in Miedrinth, some of their goods end up detouring in Coise and end up in Heridoth. This has been going on for several generations.

Baysis

This is a community of 6000 jers who make their living off of the Trinnus. Included in this population is 1700 muadra - all adults are dysha literate, and dysha powerful. This is the city where the Maustin Caji trained during the Energy Weapons War. They returned here after the Accord of Klein-Khodre, but were pushed into the Trinnus by discrimination from the north. In the years immediately following the war, however, whole muadra families moved to Baysis to learn from the Maustin Caji. A small woffen population still exists here, remnants of the force that came to the Sobayid's aid in the Energy Weapon's

War.

A main part of the diet here is hilc - necessary for long trips into the jungles. Incorporation of this limilate into the diet over many years gives people sickeningly bad breath. The people of Baysis are accorded great respect (perhaps out of fear) wherever they travel. Their clothing is distinctive. They wear lightweight shirts and pants, to which they strap a handful of knives. Their culture is somewhat crude and survival oriented, but they still consider themselves Burdothians. They do not, however, respect drennship, the dharsage, or the council. This political intolerance is only made up for by their expert knowledge of the jungle and their ability to survive its dangers.

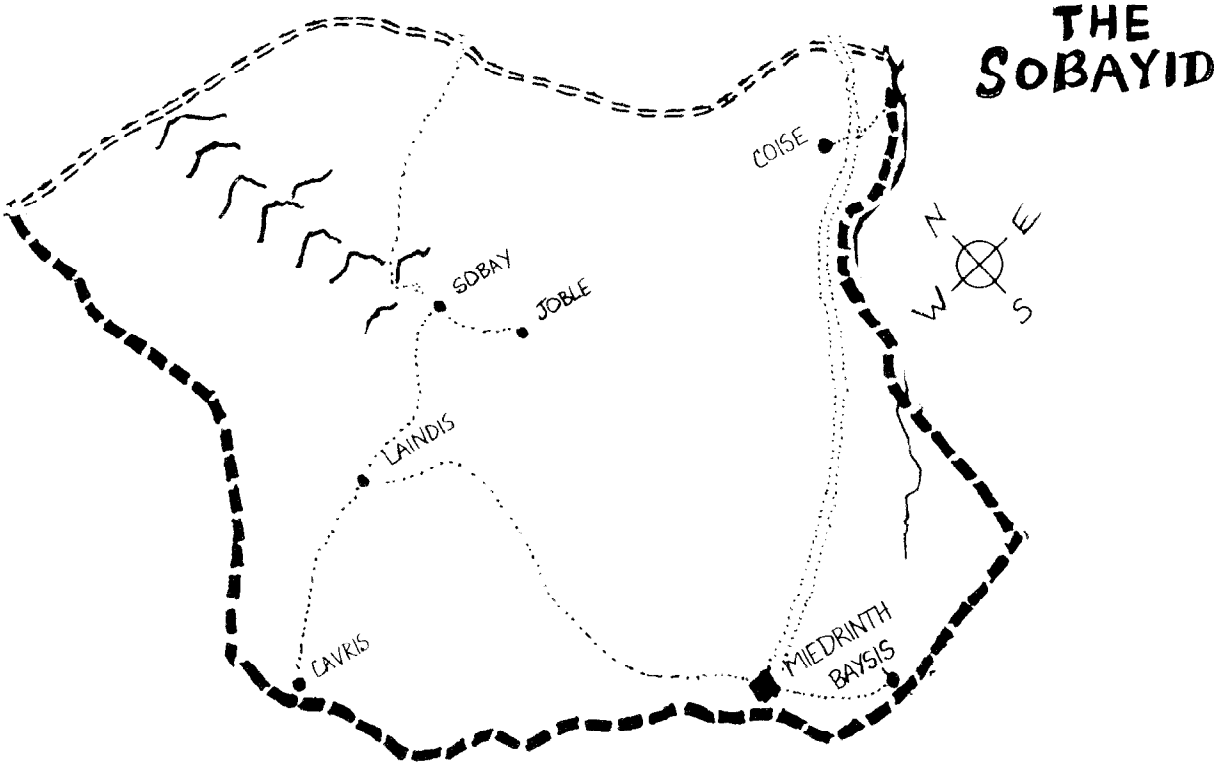
Baysis exports are brought to Miedrinth for sale on the streets of the South-Gate Bazaar. While in the city, the Baysians often stroll through the visitor inclep neighborhoods and illidges to see if they can hire themselves out as guides. The fact that they bear no klade or kim patch necessitates their dealing with black-market vendors.

Coise

This city was originally a trading post and a military base for Ardoth. The road to Heridoth starts here. Called the "Eshellu," this lonely road is traveled mainly by military patrols of Heridoth and independent transports. Coise has very few contacts with Heridothians. The overland journey to the nearest Heridothian city is long and strenuous.

Located in low, flat lands, Coise must import most of its food. The population is 20,000, with a relatively high proportion of muadra. Expelled from Ardoth at the height of the war, many muadra traveled south to Coise in the Mullin heat. Here they remained until after the war. Though most of them returned to Ardoth, some stayed behind and raised families. Because the city is unable to grow all of its own food, it is heavily dependent upon Ardoth for its durlig, for which it trades metallic ores found in local mines.

A ferocious population of dharmees live out and about the city. Though not deadly, they'll bite just about anything that moves. Children often wander off in small groups to hunt these hissing beasts down. Though they usually grow no longer than two feet, dharmees have occasionally been found six to seven feet long. Such situations are usually tragic. Kids arm themselves with sacks of rocks, a few knives and an occasional spear. A seven foot dharmee is fast enough and mean enough to bite arms and legs off if it gets the chance. Parents in Coise don't really approve of their children's habits, but realize that there is very little to do for entertainment in this hot, southern town.



HERIDOTH

The realm of Heridoth has hosted countless wars over many hundreds of years. It now lies in a state of chaos and ruin, under no central leadership, with little chance of re-establishing itself as a world power. The realm is broken down into sections of provincial control. There are the Hie Plains, the Ellih, the Dantrellas, Yorkni, the Yucen, and the large valleys of Sommint and Elcrellia. The east and west coasts of Heridoth are divided by large mountain ranges and dozens of small valleys.

Hie Plains

These are the planes where Heridothian troops met dharsage forces in the 31st century. The battle of the Hie Plains is recorded as the first to employ bochigon militarily. Under the control of the Ardothians, these huge beasts were used to trample the Heridothian infantry. Unfortunately, in the dung of the bochigon bred a disease that weakened the Ardothians and led to a stalemate.

The Hie Plains are a long, flat, narrow terrace located between ocean cliffs overlooking Sychill Bay and the steep Soitle Mountain Range. No one lives here now, but Heridothian patrols from the Ellih patrol occasionally. The Eshellu road passes from Coise through these Planes up to the ruins of Mairamin.

Curili (CURE-ill-eye)

This is a small, heavily forested island populated by Heridothians of Koistra. It has served as a naval station for centuries, providing lumber for repair, and a safe port for times when the seas are too rough to allow passage to Koistra. Prince Khodre met with Klein Ko-Trid on this island in 3444 to discuss the Accord that would bring an end to the war.

Dosoi (DOUGH-soy)

This neighboring island to Curili is a lush, overgrown forest which is void of bays, inlets or deltas. There are no docks on this island, and it is visited only by those who wish to pick the various herbs and rare vegetables that grow in abundance here. This includes the hot-flavored pichi spice which is a favorite in Koistra and Sholis.

Koistra

Of the cities in the Ellih, only Koistra retains any of her original splendor. From the terraces overlooking the Bay, nearby Dosoi and Curili can be seen. Koistra's port operates at capacity, sending fishing vessels into the Bay, and transports to Ardoth, Sholis, and up the coast to Dowsen. Though spared most of the ravages of the Energy Weapons War, her economy suffered greatly and is only now improving. It is the trade of Koistran spices such as the Dosoi pichi spice that brings durlig into the city - her fields lie only partially cultivated.

None of the muadra of Koistra learn dyshas. There are caji in the city, but they are not native. All strangers are welcome in Koistra and may eat their first meal here for free. All that the "entrance houses" expect from their guests is that they buy spice.

Sholis (SHOW-liss)

This ancient city once wielded power over the entire Bay of Sychill. Its population has dwindled since its fall from power almost five hundred years ago, but Sholis' population is now stable at about 77,000. From this city came Shandane, who saved Ardoth from crugar assault in 3007. Sholis was once the seat of power in the Ellih, and had at one time an army more powerful than all those of Burdoth combined.

As the site of great battles during the Energy Weapon's War, Sholis' city walls were destroyed by Koistran siege. These walls were never rebuilt for lack of man-power and materials. The dynastic remains of the city lie underground in the temples on the edge of the city. When captured by the Ardothians, the ancient pieces of art and historical writings were preserved as they were. Though the dharsage attempted the takeover of the Ellih, Prince Khodre still had great personal interest in the history

and legends of the cities he had conquered.

The forests outside of Sholis were burned to the ground during the war, and re-seeding has begun only very slowly. If not for the damage done by fighting, the view from Sholis would be grand. When the channel's fog clears each day, the shores of Polpedroth can be seen, standing at the foothills of the Essanja Mountain Range.

The people of Sholis show the pain of the last five hundred years on their faces. They are not a happy people, and speak of an afterlife where all ground burns, and the people wander aimlessly. These people have had their homes destroyed countless times, suffered plague, famine, invasions, flooding and oppression at the hands of merciless conquerors. Outsiders are outwardly accorded respect, but are never fully trusted. The Sholins believe that only their own people can understand the suffering the land has born.

Ellemin

Nestled in the south of Esh-eye Bay, the city of Ellemin is still rebuilding from the damage done in the war. Anti-Ardothian sentiment still runs strong there; homes were burned, and people were driven into the hills for their lives. Dharsage retaliation there was for the destruction of Polpedroth, which was in turn a retaliation for destruction of Doo'sah. The Ellemins don't care for the details; they labor long hours to rebuild their city walls, temples, and sanctuaries. There are still Ellemin people hiding deep in the Ments Mountains that refuse to leave, fearing death at the hands of the murderous legions that once rained down upon their coast.

The fishing of Esh-eye has resumed, but the vessels never stray further than the edge of the bay. Sholis provides no comfort for these people; they are too busy tending to their own cultural wounds. Ellemin exports little and needs nothing from anyone, excepting the Dowsens, who provided them with food after the war, and entered the mountains to coax the people back to their coastal land.

Dowsen

This was the point of entry into western Heridoth for the Dobren and Lunderian forces during the Energy Weapons War. Though initially unfriendly to the bronth and woffen, the flux of trade introduced by these foreigners brought great prosperity to the city. The enthusiasm for new construction never diminished; the citizens of Dowsen were still rapidly building at the end of the war. The population has climbed to over 85,000 and is still rising. Land and housing there are inexpensive. Ardothians who have shed some of their jingoistic feelings live inexpensively in Dowsen, enjoying luxury not possible in Ardoth. The waters off the coast are safe, warm, and deep blue. The people of Monerey consider Burdothians who vacation there to be traitors. A peeling sun-burn is sometimes jokingly referred to as a "Traitor's Burn" by the jealous Monereyans.

Overland travel from Dowsen is made impractical by the treacherous Dantrellas Mountain Range. The sharp ridges of granite-like rock that jets from these mountains are visited for their scenic beauty. Metallic ores have been located on the north edge of the Dantrellas, bringing settlements of miners to the warm shores.

Sommint Valleys

The Sommints border the Ments Mountain Range and the Ellcor Range. Dozens of humid little valleys litter this region. Streams and rivers enter a large tributary system that leads to various small lakes and finally to a tremendous river, the Kyis, that finds its way to the sea on Heridoth's east coast.

York

This powerful city once dominated Heridoth's entire eastern coastline. The Yorks had controlled this part of Heridoth until 3440, when Dobren vessels broke their coast and forced their way into the city. The battle raged in and around York, and drew heavily upon the enthusiastic support of the Simbins (southern neighbors of York who had been dominated for centuries).

This magnanimous Dobren attempt to liberate Simbi set the stage for the bronth entrance into the Energy Weapon's War. At the war's end, York was still a powerful city, capable of continuing the battle, but Simbi was left in ruin. This war of liberation was not the first. Records of the Small-Wars of York go back thousands of years, and chronicle the barbaric development of these people. With the war over, and the Accord of Klein-Khodre banning the entrance of Dobren or Lunderian intervention in Heridoth, York is building power, perhaps in preparation for future assaults on Simbi.

Simbi

This medium sized city is still picking up the pieces from the Energy Weapons War of forty year's past. Before Dobren intervention, Simbi had been dominated by York for millennia. Though it is only a few hour's walk between York and Simbi, and the two cities share virtually identical languages and mythologies, York has always attempted to control Simbi. Simbin independence has been attempted dozens of times during the city's history, usually without success, though aid from Meard has appeared a few times. The eventual result has always been the same however, Simbi remains under the garrisons of York.

Simbi's major resources are agricultural. Durlig is grown there in abundance, as well as hot-marsh weed (which has a mustardy taste). Natural springs there bubble fresh sparkling water into pools. The Yorks consider these valuable sites, and must control this resource. Had another group of people had the same interests as the Yorks, they would have probably killed the population of Simbi long ago. It is a cultural trait of the Yorks to have an enemy to subjugate and defeat. They are aware of this, and have exploited the Simbins in this capacity for centuries.

Korrid

This city of lies nestled at the base of the Strudes, a continuation of the Dantrellas Mountain Range. The Korridins have been at war with York at various times in the past, but prefer western conquest into the valleys. Korrid conquerors have ventured throughout Heridoth, and before the Energy Weapons War they controlled vast portions of both the Sommints and the Elcrellia Valleys. Korrid has little in the way of natural resource, but grows tall, lean, mean condrij. Durlig has been taken on raids from the peoples of the Yods, and from their western valley empire.

Meard

This city of 43,000 has for centuries done its best to avoid subjugation under York. The plains and grasslands separating the two cities are referred to as the "Tahs," and have been the stage for countless battles between north and south. Meard is agriculturally stable, growing durlig and spiral-weed (used for clothing elsewhere). Her fishing fleets have traditionally headed south to avoid interaction with York's patrol vessels.

The Meards speak in sharp, piercing vowels, a great contrast to the more relaxed speech of the north. They have launched their own assaults north to York twice in the past, taking Simbi on their approach. The Simbins are grateful for this, though their liberation each time has been short - each Mearden invasion has been driven back.

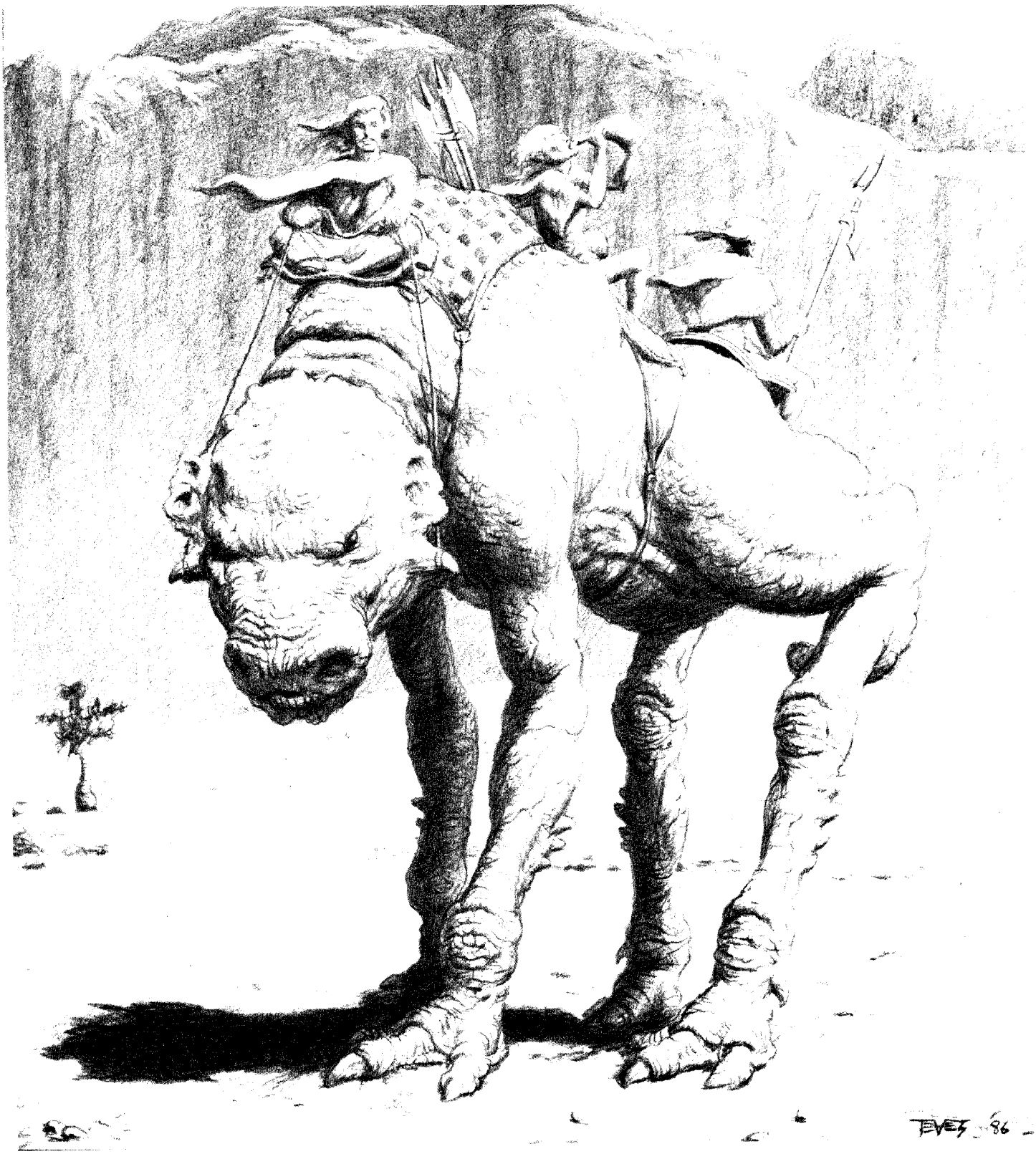
Elcrellia

These valleys lie between the northern Ellcor Range and the southern Yucids (YOU-sids). Korrid intrusion into these lands has been vehemently opposed by the Ehrmers, who inhabit the western valleys. During the Energy Weapons War, however, the Korrids poured all of their resources into this valley in an attempt to defeat the Ehrmers. With Ardothian support, the Korrids were defeated, leaving the valley people to eek out a living in these hot, marshy lands.

In one of the numerous northern valleys of Elcrellia lies a SkyRealm, nestled away from all but those who know where to look. The Ehrmers have lived upon it for thousands of years; they are completely adjusted to the back-and-forth motion of the SkyRealm as it swings slowly though the valley. Neither the Ardothians nor the Dobrens happened upon this terrace during their battles in Heridoth.

Vamdree

Facing the East Trinnu Jungle Lands on their south, with the hot plains of Yucen on their north, the people of Vamdree live a sweltering existence. They appear to be a group from Meard exiled south. Their customs are strange, even by Mearden standards. There are stories that the Vamdrens have tied up strangers and left them to the beasts of the jungle.



CITIES IN DOBRE

Tlon

Tlon is the capital of Dobre and is the realm's oldest city. Trade with Sychill is brought through Udah and then sent across the channel. The bronth of Tlon are friendly and hospitable; many families here have tarros as pets - considered a good test of character.

Udah

As Sychill's most important trading partner, Udah receives fine, imported Lelligirian fabric and fresh seafood in exchange for the wide selection of Dobren fruits grown in the warm-lands, and for the kole post-wood. Udah is large for a Dobren city, but tiny compared to Sychill. The weather on the east of the channel is warmer than on the west. Storms are less dramatic, and there are more hours free of cloud cover each day.

Doo'sah

This is the bronth city port that was destroyed in the Energy Weapons War by a force of Essejean ships sent by the Dharsage to disrupt Dobren supply lines. The city's complete destruction was accidental, but sparked the razing of Polpedroth in reprisal. Rebuilt after the war, Doo'sah is now a thriving center of trade in the Dobren world. The ahji bananas are exported in great numbers to Sychill, a more significant distribution point than Doo'sah.

ISLANDS OFF THE COASTS OF DOBRE AND BURDOTH

Ehvans

Originally a colony from Dowsen, this island is populated with bronth, woffen, thriddle, Essejeans, and hosts a SkyRealm. The hills of the port cove are littered with dwellings of all types. Native corastin inhabit a small patch of land on the island's northern tip. Beyond Doo'sah and D'Loo, this is Sychill Sea's most frequented port. The rich of Dowsen visit Ehvans regularly to enjoy the cooler climes and the company of exotic visitors. The thriddle population on the island numbers in the hundreds. These creatures were brought to Ehvans near the end of the Energy Weapons War as advisors and clerical assistants to Klein Ko-Trid. Klein still lives on the island, along with his assistants. He has had only limited dealings with Ardoth since the signing of the Accord. The SkyRealm floats above the island's northern, rocky, and unusable terrain. Talmaron are the most common means of ascending. There is a small city aboard the SkyRealm, inhabited by the island's wealthiest.

Seld

This island is under the sole occupation of Essejee. Though very small, it grows the sturdy kole post-wood used exclusively for all Essejean ships construction. The Seldens do not welcome guests, and have but minimal port facilities, but will put up weary travelers if need be. Control of this island has provoked confrontation with the Sychillians in the past, but diplomatic channels have kept bloodshed to a minimum.

D'Loo

This small island lies not far from the coast of Dobre, near the city of Doo'sah. The abundance of russip root cultivated on the island is of great important to bronth, who relish its use in making rusper, from which the wonderful malmis is formed. The action on D'Loo sometimes gets a little rough, especially in the months following harvest. Humans on D'Loo stay in an area called "the quarters." The Dobrens have established this as a safe haven for humans when the bronth enter their malmis-induced stupors.

Burroo and Bord

Burroo and Bord are two medium-sized islands off the the west coast of Dobre. They are hot, flat, and infested with tarro. Their jungle-like terrains have prevented the Dobrens from clearing the tarro out; these creatures make it difficult to extract Burroo's and Bord's important resources. Burroo is rich in vintch and russip, while the island of Bord grows the bulbous grapes used for making parthage wines (like those of Miedrinth). Both islands are rich in tin.

Sood

This tiny, miserable piece of land suffers from infestations of all varieties. Ancient stories among the bronth tell of exiles that were sentenced to Sood, to suffer among the beagre, scragger, lirg-n, dreglamon, farg, giggit and scrade. It seems unlikely that a place would exist with so much of so many bad elements, but it does. The Dobrens avoid this island.

Hermoore has long been populated by colonies of the eastern Heridoth seaboard. The people of Meard were the first, followed (unfortunately), by the Yorks. Had Hermoore been a valuable resource, it seems certain that wars would have centered around control of the island. It is the croid on the south isthmus and the horrible insect and spore population that leave Hermoore sparsely populated. The spore disease of ahj randomly attacks those who live there, leaving them weak and pockmarked.

Nayine, The Finger

This island has long been a Dobren base, putting Sillipus in easy reach of the bronth. It was York attacks upon Dobren vessels sailing south from Nayine that drew the bronth into Eastern Heridoth to begin with, and led to disputes with Ardoth, and eventually the Energy Weapons War. Nayine still maintains port facilities on the island, though the tremendous docks and harbor constructions necessary during the War were torn down in the years following. A SkyRealm was recently discovered on the island by the Dobrens. As word passes from one realm to another, those desperate for adventure make plans for travel...

D'Lang

The island is populated by the disenchanted of Dowsen who traveled there after the Energy Weapon's War at a time when Dowsen's forest reserves and lumber were gone. New construction was disproportionate to the population's growth after the war, leaving many homeless. In exchange for the assistance they had received in the Energy Weapon's War, the Dobrens provided transportation for these dissidents to D'Lang, where they were dropped off with minimal supplies. Though Dowsen supports this colony, it is begrudgingly, and half-hearted. The dense forests were difficult to clear, and it was some time before inhabited areas were free of scragger. Before the Dowsen colony arrived, the island was virtually uninhabited. Dobrens at one time had a colony on D'Lang, but plague destroyed their settlement and it was abandoned.

Coomis

Coomis is located just off-shore of where the Hoodo River's meets the sea, near the bronth city of Herbis. Bronth have lived on this island for centuries and now speak a dialect that is hard even for other Boru speakers to understand. The Dobrens interact little with the bronth of Coomis; their cultures have drifted apart over time and they now have little in common. Though their legends and religion involve Iscin, the bronth of this island have never seen a crugar, and imagine Choundra as an enormous beast, overwhelming Iscin and cutting out his throat. Should one of these islanders ever encounter a crugar, their predisposition against these creatures would necessitate prompt, brutal action.

Sorcle

Located off shore of the Sychill peninsula, Sorcle is inhabited by people from Saybah who have used this island as a base for fishing for thousands of years. Though the slightly poisonous "bebbic shell-fish" are found between Sorcle and the isthmus, the better tasting and non-toxic "darf bottom-crawlers" are the specialty here.

San

This island has been under the control of Sychill for as long as anyone can remember. Dozens of ships travel between island and shore each day; San acts as a major port site for the city when rough seas block Sychill. In all other ways San is an extension of Sychill.

Bleece and Tah

Bleece and Tah are located just off the coast from Albah and Delbah, respectively, but fierce seas and rugged shores have precluded colonization of these islands. Their coral reefs are considered dangerous; these islands are avoided.

North and South Khodre

History of North and South Khodre

These regions were first settled in 3337, when a group of Lelligirian ex-patriots established the city of Carrisey on the northern coast. For many decades, Carrisey was thought of as an isolated city of exiles. Nonetheless, the existence of Carrisey made it possible for adventurers and prospectors to gain access to new and as yet unclaimed regions. Many of these original settlers came from overcrowded port cities in Lusail; a few desperate adventurers from Gauss Valley and the Sobayid braved the treacherous Doben-Al to come to South Khodre on foot and Thombo. Although crugar roamed the Doben-Al, there were no large crugar populations until one crossed the western range into Temauntro.

Some of these independent prospectors discovered major crystal deposits in the Khodre regions. Unfortunately, the crystal-rich areas were mostly on the West Face of the Dowtrough mountains, in areas claimed by various local crugar clans. Still, many determined miners and treasure seekers made their south way down the West Face of the Dowtroughs to mine the rich crystal deposits. The mining activities went largely unnoticed by the local crugar, who considered much of the West Face barren and worthless territory. There were a few isolated incidents of violence, but most of these early miners tried to stay out of the way of the crugar. The crugar were vigilant in their defense of their hunting grounds in the valleys and plains, but they saw little worth in the rough, unshaped crystals mined by the humans. Although a few crugar were familiar with the Desti dyshas, they had no understanding of the powerful Isho properties of the crystals.

The early miners would their crystals in Carrisey, which in turn exported most of the crystals to cities in the Ardis region, avoiding trade with Lelligire. As the crystal wares began to appear in Ardis, several powerful Ardothian families began to recognize the opportunity for great profit in the Carrisey regions. The crystals were both more numerous and of a higher grade than those found in the Sobayid or Essanja.

and there were even rumors of hidden SkyRealms deep within the Dowtrough Mnts.

In 3398, three powerful Ardothian families, the Dharmery, D'Serris and Auklin, each sent expeditions to the Carrisey region. Using their extensive financial resources, these families set up large-scale mining operations in what is now both North and South Khodre. While South Khodre was richer in crystal resources, North Khodre had recently seen several large strikes of precious metals, including gold and tin, both of which are rare on Jorune. In addition, many varieties of limilates were freely available through trade with the Acubon on the east shores of lake Dau-ah-deh.

The Ardothians originally hired many of the local miners, but later found that they could import cheaper labor from poor cities in Burdoth. Life for these laborers became very oppressive under these elite families. There had previously been no real government in this region, and as the families extended their control over the area, the laborers found that they were no longer afforded the traditional justice of the Burdothian cities. The families had the mining towns patrolled by their hired guards. Drinking and gambling were encouraged: a miner could in this way squander his meager salary, in the family-owned, shanty-town illidges. While passage to Khodre was typically offered free of charge, return passage was expensive. The original independent miners were viewed as competition to large companies, and were harassed if they crossed paths with any of the private guards.

The Ardothian families were less careful in their relations with the crugar. They had the manpower to drive the crugar from their hunting grounds near the Dowtrough Mountains, and did so without hesitation. The crugar of Temauntro were typically not a cohesive nation, but resentment was brewing among many of the powerful crugar clans. It was not long after the expulsion that the first serious border disputes began to break out in South Khodre.

The crugar border assault of 3411 took the Ardothian families completely by surprise. They had had no qualms about slaughtering the small crugar hunting parties that roamed the area, but now hundreds of well organized crugar, armed for battle, poured into the region. The private guards of the mining companies were little help against these trained military units. The crugar destroyed and burned all of the large mining operations on the West Face, killing and chasing away the human inhabitants. Refugees from the West Face fled to Auklin and Kirlan. The crugar force returned to central Temauntro, leaving small garrisons on the West Face to prevent the return of the miners.

Angered by their loss, the powerful Ardothian families in Kirlan were determined to continue mining operations throughout the Carissey regions. They sent to Ardoth for military assistance. Because of the enormous influence of these families, help was not long in coming. Professional military units from Ardis quickly reestablished Ardothian control over the West Face. There was no immediate crugar response, but several months later, after mining operations were back in full swing, the crugar returned in force. There were several hard-fought battles between crugar and Ardothian forces on the West Face. The humans prevailed due their superior strategic positions in the foothills. The dissatisfied crugar agreed to let the Burdothians continue mining operations on the West Face as long as they did not interfere with crugar hunting parties. There was a partial crugar withdrawal, but the majority of the the Ardothian force remained in the region. The Dharsage in Ardoth was not opposed to keeping military units permanently stationed in Dowtroughs. On the contrary, he considered it a good training area for his infantry and a useful early warning for any major crugar assaults on Burdoth.

The presence of regular military units led to substantial social change in the area. Private guards found it impossible to take the same liberties in their treatment of the workers as they had previously, and many of their functions were superseded by regular military patrols. The enlisted men would treat the miners as equals, but looked with contempt on the unprofessional hired guards of the large mining companies. The soldiers drank and gambled no less than the crystal miners, but the officer corps tried to ensure that most such establishments were fairly run. With their policies now under closer scrutiny by citizens of Ardoth, the mining companies were forced to change the way they dealt with their hired workers.

The typical vices of a mining-based economy remained: the region is still somewhat lawless by Burdothian standards. The local version of justice may be erratic or harsh compared to Burdoth, but the large scale exploitation of the miners is a thing of the past. The crystal miners attribute their improved situation to the presence of the Dharsage army, and respect for the military runs high among the local workers.

Recent history

The name given these regions was changed from Carissey to Khodre in 3441 in gratitude to Prince Khodre's successful drive of crugar invaders back into Temauntro. Prince Khodre stayed in Kirlan for several weeks after his successful campaign against the crugar. Since this time, the Dharsage has been immensely popular in Kirlan, and it has become quite fashionable for Ardothian nobility to visit Kirlan. The city of Carrisey, however, feels no close loyalties to any Burdothian city. By agreement between the Dharsage and the Burdothian Council, the Khodre region has recently been divided into two self-governing territories. Carrisey is dominant in the north, Kirlan in the south.

The West Face mining operations are a continuous source of friction between the Burdothians and the crugar of Temauntro. Serious border disputes break out every few years. Every establishment of a new village is reason for another dispute. While no clear dividing-line exists, the area is under constant patrol by both human and crugar forces. Almost every seasoned military officer in Burdoth has seen duty on the Temauntro border. The last major conflict was in 3479, for which several divisions of Ardothian regulars were brought into the area.

NORTH AND SOUTH KHODRE

Nearly half a continent away, North and South Khodre are governed as territorial holdings of Burdoth. They do not have the same provincial status as Gauss, Lusail, and the Sobayid. Rather, they are independent territories under the jurisdiction of Ardis. The Khodre regions were originally personal holdings of powerful Ardothian families. Now they are treated as two self-governing territories. South Khodre is ruled by Saress Khodre, the half-sister of Khodre Dhardrenn, while North Khodre is under the authority of a sage appointed by the Ardothian Council.

The climate in Khodre is more extreme than that of Burdoth. The cold fronts of the northern seas and the winds of the Doben-Al are tempered somewhat by the enormous fresh water lake, Dau-ah-deh. Still, Khodre may have blizzards in the winter, or blistering heat in the summer. There are active volcanoes in the mountains west of North Khodre, and their eruption can occasionally lead to sudden, drastic changes in weather throughout the Khodre regions.

Crystal mining is the primary industry in the Khodres. Most of the largest mines are in the Dowtrough mountains in South Khodre. While not as rich in crystal resources, North Khodre exports rare metals and limilates to all of Burdoth. The cities in Khodre import most of their food and clothing from Burdoth. The better developed communities raise their own livestock and vegetables, but it is cheaper to import grain and durlig from the fertile Gauss valley than to cultivate it locally.

North Khodre is the conduit for nearly all trade in and out of the Khodre regions. Travel to Khodre is nearly always by sea, as the Doben-Al is considered too hazardous for routine overland travel. The sea journey from Ardoth to Carrisey may take anywhere from two to four weeks, depending on the weather. Favorable currents generally hasten the return journey.

Carissey

Carissey is the oldest city in the region, and the political center of North Khodre. Originally founded by Lelligirian exiles, the city is still somewhat hostile towards visitors from Lusail, and tends to direct most of its trade towards Ardis. Trade with Carissey is important, since nearly all the crystal resources mined in Khodre are shipped through this city.

Borlim

Four days south of Carrisey, along the only well-maintained road in Khodre, lies the lake port of Borlim. While not much of a city in its own right, Borlim is an integral link in the trading routes on lake Dau-ah-deh. Crystals, metals, and limilates from all over Khodre are generally shipped by lake to Borlim, where they are ported overland to Carrisey. Almost everyone in Borlim is involved in shipping, and the road between there and Carrisey is heavily traveled.

Lake Dau-ah-deh

Fed from surrounding mountain ranges in Khodre and the Doben-Al, Lake Dau-ah-deh pours violently into the ocean through a series of short rivers on the border of Khodre and Ros Crendor. The lake is a few hundred feet above sea level and is over a hundred fathoms deep at its northwest end. Much of the lake is relatively shallow, in parts only a few fathoms, and there are marshy regions on both the east and west side of the lake.

There is good fishing on parts of the lake, which supports several varieties of catfish, trout, and other desirable fish, along with many of the original Jorune varieties. Acubon inhabit the eastern end of lake Dau-ah-deh. They fish from shallow, one-man boats, diving with short spears to bring in the larger varieties of lake fish. They prefer catfish over trout. The Acubon participate in limited trade with the North Khodrens, exchanging rare limilates and coleel gems for a variety of small bronze tools, which are cleverly crafted by the Carriseans. This limilate trade dates back to the earliest days of Carrisey.

There is a considerable economy of trade on the lake. All crystals and metals mined in South Khodre and the eastern region of North Khodre are shipped on the Lake. There is also a fair amount of smuggling of the crystals and limilates that are obtained through illegitimate channels. Kirlan maintains patrols and inspects ships in an attempt to discourage these smugglers.

Kirlan

This is the only really nice city in all of Khodre. Nearly all of the wealthy land-owning families in Khodre own homes in Kirlan. Saress Khodre rules South Khodre from Kirlan, and all previous rulers from the Dharmery family have resided here. Though most of the trade on lake Dau-ah-deh is routed through Kirlan, the city is kept smaller than Carrisey or Auklin, and the ruder elements are directed towards those cities.

The weather around Kirlan is temperate, with less extreme heat and cold than most parts of Khodre. The storms on the lake, however, can be quite sudden and violent. Though rare, sudden storms pose a serious hazard to shipping and can wreak destruction along the shores of the lake. This possibility is reflected in the architecture of Kirlan, with its low minimal forms and beautiful enclosed gardens. These gardens host many fabulous evening parties during Kirlan's warm summer nights. Those lucky enough to mingle with the nobility and elite of Kirlan can grow to appreciate the finer things in life.

Rolling hills fading into forests ring the southern perimeter of the city. There is much arable land in the neighborhood of Kirlan, and although Khodre still imports most of its foodstuffs, specialty crops and livestock are raised there. The forests soon become lush and thick, with a mixture of native Jorune and Terran life similar to Glounda, but Jorune species still dominate the ecology. The forests are in parts quite beautiful, but they can be very dangerous: large predators of both Jorune and Terran origin are numerous. Corondon are known to exist far to the south.

Auklin

Vortex of scum for the Khodre regions, Auklin is the dropping-off point for those traveling to rich mining areas on the West Face. The stagnant water of slow streams feeding into the west end of lake Dau-ah-deh contribute to a serious insect problem during certain times of the year. Additionally, Auklin is the only city outside Ardis and Lusail to support beagre in significant numbers. These beagre must have originally been carried along to support the crude culinary tastes of the early miners. Now they roam the streets wild, contributing to and surviving off of a general atmosphere of filth. Serious miners try to minimize

their stay in Auklin and prefer to route their trade through representatives from Carrisey.

The West Face

The west face extracts the highest toll and yet offers the greatest rewards of any area in Khodre. The weather here can be hot and dry in the summer, with violent blizzards and snowstorms in the winter. Many of the best mining regions are impassable for months at a time in the winter. The lowlands support thin forests and open plains. High in the mountains, the terrain varies drastically. There are mountain lakes, and some areas stay lush and green from snow fed streams, while over the next crest the terrain may be dry and dusty with volcanic ash.

The social atmosphere on the west face is unusual by any standard. This is the only place on the planet where crugar mix with other races to any appreciable degree. Although hostilities with the crugar clans in east Temauntro are almost continuous, some crugar hunting parties still frequent the West Face, unharassed by the Dharsage patrols. These crugar hunt game such as flat-head dharmee ("choo'i" in Chaun-Tse), deer, and pibbers which they eat raw and freshly killed. They will not, by tradition, attack humans unprovoked. It is, however, dangerous to interfere with their hunting. There is little conflict between local miners and these crugar; over the decades, mutual codes of etiquette have developed.

On the opposite end of the spectrum, many crugar in the area have given up hunting altogether, and have made an off-beat attempt to integrate themselves into the local humans' economy. They frequent the drinking and gambling establishments, take on odd jobs, and sometimes make a half-hearted attempt at gathering crystals, if no hard labor is involved. They make up a quizzical "bad element" which, though shocking to outsiders, is strangely tolerated by the locals. When serious border disputes break out with the Temauntro crugar, these local crugar fall out of favor. They seem to have a knack for laying low when the time is right, and sometimes disappear altogether, only to return several months later as though nothing had happened.

Rirris

Rirris is the largest town on the West Face. Although the immediate area's mining potential is mostly spent, Rirris is well established as a military base and a source of mining supplies for the smaller towns further south.

To the south of Rirris are numerous small towns that are the permanent homes of most of the West Face crystal miners. Much of the crystal mining is done high in the mountains during the warmer seasons. Miners may camp near the mine for several days, then return to the towns, their thombos loaded with crystals. The typical life of a minor consists of hot, dry, dusty days, of thin air, long hours, and minimal pay.

Notable among West Face towns is Kask, which is near the largest of the Auklin family mines. Kask has the reputation for the heaviest drinking and most serious gambling outside of Jobie.

Choulth, named for the crugar clan still dominant in the region, is one of the southernmost of the West Face towns, with a few independent miners and their families. There are rumors of recently discovered SkyRealms deep in the mountains near Choulth.

THE ENERGY WEAPONS WAR
3438 - 3445

The technology of the Earth colony remained a mystery to the surviving humans of Jorune for millennia. It was during the crugar invasion of 3436 that a handful of Prince Khodre's most loyal men discovered a cache of Earth-Tec that had lain undisturbed for more than three thousand years. The dharsage made immediate use of these weapons driving the crugar from the Burdothian lands and across the Doben-al. Upon return to Ardoth, Khodre turned his attentions toward Heridoth, where he entered a protracted battle with the Dobren League. The war eventually stalemated and was ended by the Accord of Klein-Khodre. The year was 3445. The current year on Jorune is 3486.

This was the first use of energy weapons in over 3000 years. The early crugar invasion set the stage for the most complex struggles of the war, those between dharsage forces and the Dobren League, made up the bronth from Dobre and Crendor, the woffen of Lundere and the Maustin Caji. The crugar were fortunate to catch the dharsage off guard when they overran Gauss Valley. Khodre had been lax in patrolling the Doben-al; his garrisons had been called to Koistra, where they were assisting in an attempted takeover of Sholis.

The crugar of Temauntro looked to Chaln Docha for guidance. His answers had been their deliverance in the past. Chaln Docha led the crugar drive across the southern Doben-al, entering these planes far to the south of Carricy. His forces numbered more than one-hundred thousand, with whole families following this crugar leader to lands he promised in the east. It was divine inspiration that led Docha to exodus from Temauntro. It was his charisma and vision that won him the loyalty of his people.

The drive proceeded slowly south along the Dowtroughs, heading east at the base of the Thodic Mountains. The crugar were met by Thantierian forces in a series of short engagements before moving on. Chaln Docha described the fertile lands ahead - the crugar followed.

The exodus followed the edge of the See'iss Desert until they reached the grasslands of Burdoth. Chaln Docha told them that the route they must take was further north - it was a pathway to the fertile lands of their beginnings. Their chanting was heard as they passed through the Liggits Mountains and entered Khaun Gauss. The crugar set ablaze the city. They cut down most of the survivors as they fled the smoke and fire. The resistance was heroic, but of little consequence. Stories of this battle are rare - there were few survivors.

From Khaun Gauss, Chaln Docha split his forces north and south. About one quarter flooded into Lusail while the main force headed south, toward Ardoth. Khodre received no advance word as to the valley's fate. This was partially due to the lack of patrols, but the ferocious heat of this Mullin was so intense that travel to the valley had been avoided.

When word arrived that there were problems in the valley, a small Ardothian force was sent to assess the situation. The carnage that ensued shocked Ardoth into immediate action. Their condrij faced an army of uncountable proportions. Returning to Ardoth were only eight survivors. Ardoth pulled her forces out of Heridoth without delay and attempted to cordon off the South-Glounda region. Talmaron riders had already spotted crugar in their advance on the city.

The war in Heridoth became stalemated by Ardoth's withdrawal. It was no longer clear whether Koistra would be able to succeed without dharsage assistance.

Prince Khodre was now facing a crugar invasion much larger than the one that nearly destroyed Ardoth in 3007. Unlike in that war, the Ardothian savior "Shandane" would not be able to march to Ardoth's rescue.

Essanjan forces led by Polpedroth halted the crugar forces down the eastern coast of Burdoth at Mar. This prevented the two prongs of the crugar attack from combining their power against the capital.

The woffen of Burdoth generated support in both Anasan and Lundere. A woffen fleet from Yobreh sailed to Lelligire, where assistance was badly needed. Anasan sent forces north through the East Trinnu Jungle Lands to aid in the Sobayid. Sobay in particular was in danger of falling into crugar hands.

Meanwhile, on Heridoth's Eastern Coast...

Beginning with their retreat from Heridoth, Ardothian traders halted their excursions to Meard. The dharsage used all means available to bring food and reinforcements to the city, which included the commandeering of ships.

The city of York ruled the waters off Heridoth's east coast for centuries until Ardothian naval power forced a decline in their zeal. With Ardothian vessels absent from the coastal waters, York began a systematic aggression against ships entering the local waters of the Kymay.

Though once inhibited by the strength of the dharsage fleet, there was now nothing to stop York's expanse into the nearby seas. Dobren vessels from Nayine (nay-EEN) began to feel the arrogance of York as their vessels were pirated one by one. In Dobre, and Nayine in particular, the issue of York's domination over the seas was generating considerable consternation. When the bronth discovered that the city of Simbi was held captive by York, that Simbi's people were under the complete subjugation of the Yorks, that was motivation enough. This was what the crugar had done to the bronth and woffen in their first days after Iscin's death at the hands of Choundra.

A large Dobren fleet sailed to Simbi's aid. They met heavy resistance off coast, but managed their landing with little difficulty. Their assault on Simbi met with success early on - within a week the bronth controlled the city. The suppressors had retreated north to York.

Holding the city was not as the bronth expected. Raids from York continued almost round the clock, making it difficult to both hold the city and receive supplies from shore. By the end of the week the Dobrens realized that they must defeat York if Simbi was to hold on to her freedom.

Bronth forces marching north to York were faced with savage resistance and fanatical attacks. The battle was waged for a month before the Dobrens were able to drive the Yorks from their city. Capture of the population was impossible, the Kyis River provided them a line of defense. The Yorks traveled west to the Strude Mountains.

The victory of the Dobrens and the Simbins was short lived however; combining with the people of Korric, the Yorks were able to wage war throughout Heridoth's eastern coast. It became necessary to garrison provisional forces in Meard, and station troops in the Tahs Plains. Simbi was still in jeopardy, but now its enemies were mobile, and fanatical about recapturing their home.

In the mountains, the Yorks were safely biding their time. They came down the river Kyis every few night on small raids. Their efforts tied up considerable Dobren resource. The bronth began establishing supply bases in the region.

Ardoth under heavy siege

By 3437, Ardoth was hemmed in. Her people abandoned the south fields and took to the shelter of the city walls. Allidoth and Monerey dispatched their drenn to the capital - though small in number, they raised the spirits of the besieged Ardothians. Further north, Polpedroth had succeeded in stopping the advance of the crugar force headed south down Burdoth's coast, but this precluded the possibility of sending manpower in directly. And allied Koistra was waging her own war across the bay - Heridoth would provide no relief. Ardoth was losing out against the crugar even though her allies had assisted in every way they knew how. Even the heroic efforts of woffen of Lundere and Anasan could not save the capital. The walls of Ardoth

were beginning to tremble.

At this same time, an elite force of Prince Khodre's most trusted officers had discovered a cache of Earth-Tec through a warp-map located in Tan-Iricid. Stationed here by the dharsage almost two years prior, they knew what they were looking for. It was the cooperation of the thriddle that made it possible for them to find the exact warp necessary to bring them to the cache site. The level of secrecy involved prevented even the thriddle from knowing the destination of the warp they had located - though thriddle would calculate approximate mathematical solutions based upon indirect information available to them.

Their exploration of the installation was made quick by Ardoth's desperation. Though an accident quickly ended the lives of two loyal Ardothians, the pistols and rifles were made to be operational, and resources for recharging them were located and understood. They sailed back to Ardoth at best speed, readying the weapons for their immediate use in the capital. If last reports were not overstated, the city might have already fallen.

The arrival of the energy weapons came at a time when sections of the wall had been knocked down, and crugar were battling around these entrances to the city. The dharsage port received the ship Sallecia and its precious cargo. Within hours the new weapons were brought to bear upon the wall of crugar invaders. For the first time in their history, the humans of Ardoth understood the power of their ancestors - they knew what it must have been like to be a human in the distant past.

In the first day of this new war, 7,000 crugar were slain and the invading forces were driven back to the exterior of the city walls. Chaln Docha witnessed the devastation of his followers and ordered them to retreat from their certain demise. Willowed by their losses, the crugar marched their retreat west, back toward the Doben-al.

Nominal provisions were made for Rhan Harsri to hold Ardoth while Prince Khodre led the pursuit of the crugar across the great plains and back to Temauntro. Isho storms lit the heavens with a wicked firedance. It was as if the blaze of their new arsenal was echoed in the skies above them. They marched on with revitalized strength, catching up with the crugar for a few short engagements.

At the Thodic mountains that they had passed on their way to Burdoth, Chaln Docha's forces were faced with the raised army of Thantier. The obstinate, boding Thantierians had awaited the crugar's return, and engaged them as they fled Khodre. Chaln Docha himself fell victim to a Thantierian lance and died in the hands of his enemy - he carried his dream of a fertile crugar homestead to his death.

The remains of the crugar army was driven back to Temauntro. The Ardothians and the Thantierians met long enough to establish their mutual dislike of one another and move quickly from each other's paths. Khodre resumed his pursuit of the crugar and drove them as far as the Dowtroughs.

At the border of the Doben-al and Temauntro lies the Carricy provinces (now known as North and South Khodre). Khodre's troops were put up in the city Carricy for several months by Lailia Dharmery, the ruler of the Southern Province. During his stay in this beautiful city, Prince Khodre fell in love with powerful Lailia. Though she bore him a child nine months later, the parentage of their daughter Saress was kept secret. She was raised as Lailia's daughter to Forett Nillson, a man to whom she claimed marriage and whom she later destroyed. Her connection to the dharsage of Ardis had to remain secret. Khodre's popularity in Carricy was so great that the provinces were renamed for him, becoming North and South Khodre. The people of the Temauntro Border fell under the spell of his charisma and power with the Earth-tec.

During Khodre's stay in the west, other dharsage forces headed to Lusail and helped hunt down crugar in the north of Burdoth. The Gauss Valley employed the same tactics.

THE SECOND HALF OF THE ENERGY WEAPONS WAR

The War in Heridoth Progresses Without Dharsage Assistance

While the dharsage was occupied with the crugar invasion, the Dobrens successfully annexed eastern Heridoth. Bronth forces controlled the coast of York and were stationed in small numbers in Dowsen. When Sholis learned of Dobren's assault and the rescue of Simbi and its people, they called upon the bronth to offer them liberation as well. The last two years had brought ruin to Sholis - Koistran forces would surely overrun the city in their next assault. The bronth responded rapidly, sending a regiment to defend Sholis from attack.

Ardothian Forces Return Home

When Prince Khodre returned to Ardoth, restoration of the city's wall was well under way. Additionally, more energy weapons had been retrieved from the hidden cache. In an attempt to instill loyalty throughout his army, Khodre distributed hand-held pistols to commissioned officers. City spirit was running high, and the people wondered what their Prince would do next with his seemingly undefeatable army and arsenal.

Sending his forces throughout the realm to help secure vital interests in Lusail and the Sobayid, the overbearing strength of his energy weapon-equipped conduj instilled resentment in native populations. Small scale rebellions sparked up throughout both these provinces. Muadra were killed in isolated incidents by officers with energy weapons - two in Ardoth. Several hundred muadra left the city, traveling south into the Sobayid. Many of the woffen of Lusail and the Sobayid lost their enthusiasm for the brutish army under Khodre's rule.

During this time of reconstruction and expansion, Khodre married Esilia Jaimare Cartan. Their son, Khodre Dhardrenn, knew nothing of his half-sister - she remained a mystery for nearly twenty years.

As Ardoth resettled, Khodre became aware of the situation that developed in Heridoth. The bronth of Dobre controlled the realm's entire eastern coast and installed a large garrison in Sholis.

In control of an arsenal powerful enough to drive back the crugar hoards of Chain Docha, Khodre showed no hesitation in delivering the Dobrens an ultimatum. The dharsage demanded the withdrawal of all Dobren forces in Heridoth, wherever they were, and in particular the removal of the garrison at Sholis. A regiment of his reinforcements were sent to Koistra, to await dharsage order.

Khodre's order was disregarded; the Dobrens sent a messenger to inform the Dharsage that Sholis would remain a protectorate and that Simbi would not be abandoned to the York army in the hills. The bronth prepared for battle. A few days later Khodre's fleet left the Ardothian port, making way to Ko'stra. He launched his assault on Sholis two days after docking - Khodre was confident that the battle would be short and decisive.

Dharsage forces and the Dobrens met on the flats of the Ellih. The bloodshed was inconclusive though casualties ran high on both sides. Khodre's experience with energy weapons on the battlefield was decidedly different from attacks he had staged against the crugar invaders. It was several battles before the prince had learned to effectively exploit the Earth weapon's range advantage.

While the bronth returned to Sholis and dharsage forces headed back to Koistra, Khodre contemplated his next move. He decided that a pre-emptive strike against the Dobren supply line would make it possible for him to defeat the bronth in Sholis before reinforcements arrived. Essejean Naval forces were sent. The city of Doo'sah on Dobre's western coast was chosen.

What was supposed to be the destruction of Doo'sah's docks brought the city to blaze. Stray shots caught rooftops on fire and soon the entire city burned. The Essejeans returned news to Koistra that their mission had been accomplished.

Now assured that the Dobrens were without means of support, Khodre launched his attack on Sholis. Though their reinforcements had yet to arrive, a Lunderian legion had landed in Sholis; they supported their allies, the Dobrens, in what was to be an assault by the overbearing forces of Prince Khodre, a conqueror beyond historical equal. Without their expected supplies however, the Dobrens and woffen were forced to retreat into the forest of Alligre. The city was taken by Khodre and his troops - and ravaged.

The inhabitants of Sholis suffer the rage of conquering Ardothians armed with energy weapons. Buildings are savagely destroyed, inhabitants cut down, and homes set ablaze from the not so incidental fire of blasters and lasers. Angered by their foe's escape, they burn the crops of Sholis and set fire to the forest.

Meeting Dobren and Lunderian vessels in Corgis Cove, the bronth received word of Doo'sah's ruin - this attack had destroyed the city and prevented reinforcements from reaching Sholis. The invasion of their homeland would be avenged designs for the immediate destruction of Polpedroth. Their rage propelled them across the channel - Polpedroth would pay...

Setting sail immediately, the Dobren and Lunderian fleets crossed the Bolpey Channel and conspired on Polpedroth. Not a single Polpedrian vessel made it out of port. The bronth and woffen ripped through the city walls, finally pouring into the city through the main gates. The people fled west to safety, leaving behind them the sights and sounds of Polpedroth's impending doom.

In control of the city, the bronth razed Polpedroth to the ground. Their destruction was so complete that not a single building remained when their vengeance was fulfilled. The Dobrens made no attempt to hold this land however - Khodre's navy would arrive soon, assisted by the Essejean fleet. The bronth abandoned the smoldering ruins of Polpedroth and headed south, to the secluded Bay of Esh'eye. The Ellemin's had fished this bay for hundreds of years, remaining in almost complete isolation from Sholis and Koistra. They treated the arrival of the woffen and bronth with bewilderment. The Lunderians rallied the support of the Ellemins, forecasting to them the great devastation that was to come if they did not cooperate.

It was during this same period of time that the destruction of Doo'sah was communicated back to Burdoth. As close allies of the Dobrens, the woffen of the Sobayid came to the bronth's aid. It was the unexpected inclusion of muadra that so surprised the dharsage naval forces in the next sea battle. For, during this time of Ardothian victory, many muadra had left the capital, victims of persecution. Anti-muadra feelings were developing as Ardoth experimented more with the energy weapons at her disposal. They who left traveled south into the Sobayid, mainly to the town of Baysis. There they revived the ways of Gends, unacceptable training within human society that they had for so long submerged within their culture.

The next naval engagement came as Lunderian forces rendezvoused with Dobren vessels at the mouth of the Esh'eye Bay. The Ardothian armada was nearby, and engaged these ships point blank to maximize their destructive capability. Distributed amongst the Lunderian vessels were insurgents of the Maustin Caji. The short ranges greatly increased the dysha assaults on the armada. Far from being a decisive Ardothian victory, one of her flagships, the Camder, was sunk with all hands on board. The fire-storm of dyshas and blaster shots was too intense to attempt maneuver and rescue - the Maustin Caji were despised for their actions on this day. Still, the armada was able to break into the bay. Having planned their supplies in advance, the Lunderians and Dobrens beached their ships and held fast in Ellemin, awaiting the dharsage advance.

Aboard the flag-ship Mar'sey, Khodre's anger flared at the loss of the Camder, her crew, and irreplaceable arsenal. His assault on the bay's south coast would be a bloody one. Dharsage troops were given orders to do whatever was necessary to stop the Dobrens and their allies, here and now. Storming the beach, Khodre's condrij were met with heavy resistance which included attacks by the Ellemin people. The order was given to burn the coastal community. With their city in flames and many of their own people dead, Ellemins fled to the mountains. Losing their strength in the lower terrain, the allies took to

the hills overlooking the bay, where they held their ground for days. Finally they were forced to retreat into the Ments and Sommint Valleys. Khodre's forces followed.

Under the order of Rhan Harsri, muadra were expelled from Ardoth as soon as word of the dysha-sinking of the Camder reached the capital. The decision was based upon the Maustin Caji's proven effectiveness and disloyalty to the realm. Some of the muadra traveled north and attempted to settle in Monerey, but they met with strong resistance - they traveled further to Allidoth which was too weak to dispute their coming. The rest of the muadra traveled south, into the Sobayid.

Traveling deeper into the Sommints, the Dobrens and allies finally met up with bronth and woffen reinforcements from Heridoth's eastern coast that had crossed over the Strudes and entered the Valleys. The dharsage forces plodded forward in pursuit, establishing supply lines as they went. When the forces met in heavy forest, Khodre's energy weapons proved less decisive than in the past. The dense terrain nullified the range advantage they had just begun to exploit.

The war dragged on for two more years, with neither side really accomplishing any significant gains. Ardoth's lack of transportable power sources with which to recharge energy weapons prevented them from maintaining prolonged battles. The war's purpose became unclear to both sides as battles raged on one after another.

Finally, in 3444, Prince Khodre met on the island of Curili with Klein Ko-Trid, an ambassador from Tan-Iricid. A woffen trading vessel had transported Klein on the hopes that a treaty could be negotiated. Khodre and the thriddle discussed the possibility of a compromise, an accord which would end the war and leave Heridoth unoccupied by both the dharsage and the Dobrens. There were terms to this accord that disturbed Khodre deeply - he would be forced to permit muadra back into the cities - but most damaging was to be the formation of a council of representatives from other realms and provinces that would be housed in Ardoth. This "Ardothian Council," as it was to be called, would share rule with Khodre and ensure self-government for the nearby provinces.

Khodre returned to Ardoth to give the matter some thought. He then traveled to the northern island of Reet for a clandestine meeting with ramian, where they arranged for the trade of shirm-eh for daij meat. It was during this time of the Prince's journey north that his wife Esilla gave birth to their son, Khodre Dhardrenn.

At the signing of the accord on Curili, Khodre met with Harboh', the Dobren head-general. They agreed to cease hostilities and to act in the best of faith in council affairs. Each was impressed by the other's tactics in the war and though bargaining fiercely over the terms of the accord, their admiration for each other grew - Harboh later attended Prince Khodre's death gathering in 3465. The two leaders discussed the site of the council headquarters construction, agreeing upon a site in Ardoth's Cryshell Citadel, south of the Dharsage Palace.

BURDOTH'S MILITARY

Ardoth Guard

Khodre collected 1,000 of the finest, smartest, and most loyal warriors from his country and drew them into an elite legion known as the Ardoth Guard. They act as his personal bodyguard and oversee his special projects (such as the Shenarri SkyRealm). Naturally, they receive a fair proportion of tech devices. Each officer carries a sidearm and occasionally B.E.D. or E.R.P. armor (Thaillerian is more common, however). Some troops will have the best armor and weapons available. All are seasoned veterans (level 5 or higher in chosen weapons). It is said that over 600 of Khodre's energy weapons are concentrated in this legion alone along with 20 - 30 force shields, several repulpeds, and other devices. Several Iscin have been accepted to help train and maintain these precious tools. The standard uniform is loose breeches, black and rust vest over black shirt, and the distinctive scarlet cloak with black trim from which they get their nickname, "The Red Capes." Members of the guard may be seen all over the realm pursuing the Dharsage's will. One note to those who would join the Guard: do not seek them, they choose their own. Most are drenn.

Gloundans

A special note about the fighters of the forest region of Glounda. These people developed a different form of warfare in the close quarters of the forest. Excellent hand-to-hand fighters, the Gloundans also use standard bows, but avoid larger, unwieldy longbows and crossbows. They ride thombos, but bochigons are almost useless in the forest. Conceal Self, Track and Identify, Set Traps (for people) and Foraging are all practiced skills for the Gloundan warrior. The Burdothian army has Gloundan troops as specialty commando troops and have them train other soldiers in the art of "Sis-naun," the Gloundan martial art (+2 to fist, kick, fall and evade, +1 damage. Additional bonus is +2 level defend without weapon per year studied). Also of note is the Gloundan throwing knife: a large multi-blade weapon designed to be thrown side-ways and at a low angle (throw as knife +1, injury as knife +1). It is not very good in contact combat.

Military Life

Life as a soldier is never an easy existence, and Burdoth does not coddle its warriors. Whether on a distant garrison or in Ardoth proper, all troops see regular drills and exercises. When not in a citadel or fort, troops camping out will use the towers of the bochigon as corners for a makeshift fort. Stakes are laid out between the towers and trenches are dug around them. The tents and wagons, if any, are pitched inside. Animals are typically tethered outside. If there are no bochigons in the train, the stake and trenches are still laid out but the watch is usually doubled. Force walls are becoming a popular addition to this arrangement, since they are quick and relatively easy to raise.

The basic unit for the soldier is his (or her -- Burdothian forces are egalitarian) 10 man squad. The Lance for each squad is usually a veteran of some experience, but not yet drenn. On field duty, they have a large 10 person tent which is used for bivouac. The squad usually carries two small grate stones (like light-weight hibachis, for cooking and heating). Each soldier carries a supply of hilc, arrigish (1 dose), and occasionally some thon, which is only taken immediately before a battle. Since the army is coed, some "fragmentation" is to be expected. Officially, the Burdothian army requires the male humans to take a Goseen limilate which makes them temporarily sterile, to prevent conception. Pregnant women are afforded the privilege of being excused from service. This excuse is not to be encouraged. Often squads will make arrangements to set aside one squad tent for relations while non-involved soldiers stay in the others.

Everyone who enters the military is officially declared tauther, under strict conditions. The soldier's copra is his unit's copra, and his challisk is a small emblem, usually on his chest. He may only receive challisk marks from the army or government itself, much like medals are awarded. This advancement can

be good, but must be earned. Many sergeants are drenn since the same skills and experience it took to earn this rank are also required for drennship. Most career officers are drenn, except in the case of rapid field promotions or sheer military genius (bribes are not be ruled out).

Each kind of soldier will utilize certain kinds of equipment. An archer will always have a bow, either crossbow or long, and usually wears leather armor, although mail is not uncommon. Tower shields are also very common (like a standard shield but -3 instead of 2, also -2 advantage). Medium infantry have mail armor, hand weapons (like swords, axes, etc.) and carry regular shields. Pikemen are like medium infantry, but also have their polearms and tower shields instead of regular ones. Heavy infantry wear Locurian Grunder suits and use their choice of weapons although two-handed weapons are popular. Shields and bows are optional. Elite units may have some Thallierian armor on their veteran condrij. Bochigon crews tend to wear either mail or grunder armor and use polearms, bows, and heavy crossbows (+1 penetration, +1 injury). Hand weapons are often one-handed. Thombo riders usually have bows or crossbows, wear leather or mail armor, and tend towards one-handed weapons. Some use regular shields. Marines will wear leather or Grunder (no mail) armor, use bows of mixed variety, and often use swords and axes in hand-to-hand engagement. These notes are guidelines only; each unit will have its own tradition. All soldiers are expected to have at least skill level 2 with their primary weapons.

Burdothian Military I

Before the discovery of energy weapons in 3443, human military tactics and technology had reached and stabilized at approximately the level of the European Nations during the fourteenth century (the Hundred Years War). Armored men and animals probed across the battlefield drawn between lines of bow, pike, and skimisher formations. Battles were often a series of thrusts and maneuvers to find a weak point in an enemy's defense, and then break through for either a slaughter or a route. Unlike its terrestrial model, however, inter-human warfare on Jorune tended to avoid excessive bloodshed. An outmaneuvered or outmatched army would often surrender and be allowed to retreat from the battlefield. Since humans usually viewed the other races such as the Crugar and the Ramian as a common enemy, human life was often preserved whenever practical. There were, of course, many exceptions: the early Heridothian wars of 3017 for example. The Human-Crugar wars and the Ramian incursions were not noted for restraint or mercifulness.

The coming of high technology to the battlefield has forced some changes, often towards bloodier conflict. During the Energy Weapons War, only a few units were equipped with the weapons. They tended to act as heavy attack troops, burning holes in enemy lines out of range from opposing bows. They would then close in and support the heavy infantry in exploiting the breach. These weapons were also effective against the more open and fast-moving formations of the Crugar, and even better against the dense formations of the Bronth. Despite the wasteful and inefficient use of energy guns, Prince Khodre may have won the Energy Weapons War - except for two major factors: the limited supply of power cells for the weapons, and the caji Uprising. The caji proved to be excellent sappers and guerrilla troops, never allowing the Burdothian forces to bring their full strength to bear. Desti and Gobey dyshas gave the caji enough power to strike the armies hard enough to hurt, and their powers were so reminiscent of Shanthic power that they often demoralized their human opponents.

The basic unit in Burdoth is the legion. This consists of four cohorts each containing approximately 400 men and women. Each cohort can be broken down in the various sub-units and 10 man squads. There are four legions in each army, and five armies in Burdoth: one for each province and an additional one in Essanja. North and Sough Khodre each have an additional army normally under the control of Saress, but these legions are not up to normal Burdothian standards. There are six specialty legions, for siege, engineering, etc., totalling 6,000. Khodre Dhardrenn keeps an additional legion of 1,000 of the elite as his own troops, the Ardoth Guard. All of these troops represent the hard-core professional army kept by Burdoth and total approximately 44,000 beings. In time of war each army can muster between 10,000 and 30,000 militia and auxiliary troops from the populace, making for a grand force of almost 200,000. With the additional edge of energy weapons, the Burdothian Military Machine rightly inspires fear and espect in its neighbors.

Organization
A main battle legion will usually consist of the following:

Fist of Syra Legion (Lusail)
1st Cohort
20 Bochigons w/10 men each
40 thombo mounted cavalry
160 heavy infantry and riders
4th Cohort
300 Thombo cavalry
10 Talmarons and riders

2nd and 3rd Cohort
60 heavy infantry
200 archers/light infantry
170 pike/medium infantry 10 Talmarons
1 Command Group
3 Drenn or Kesht commanders
40 heavy infantry body guard
20 officers, scribes and sometimes
10 Talmarons, riders and signalmen
Caji (Occasional special group of 50 Caji attached to legion as separate unit)

Tech weapons, when available, are usually issued to the first cohort bochigon riders and heavy infantry. These troops are often pulled out of their unit to form an independent unit during a battle. Talmaron riders are also occasionally armed, but the animals are not reliable gun platforms and are more often used for reconnaissance and bombing with capsules and crystals. When possible, force shields are issued to a few heavy infantry to add to their shock value, and for an even greater surprise, specially trained war-thombos (rare) and riders are equipped with energy sidearms and sent in as a strike force against the enemy line.

Border and isolated garrison cohorts are often more varied in their make-up. An example:

2nd Cohort: Vanda's Talons (Sobayid/Doben-al)
150 Thombo cavalry
100 archers/light infantry
40 heavy infantry
13 bochigons with 10 men each (heavy infantry)
60 pike/medium infantry
20 groomers, supply and support personnel

This cohort operates independently in the Doben-Al and is designed for flexibility.

Engineer/Siege Legions usually consist of 2 cohorts of 500 men each, with 10 siege machines and 20 bochigon pack animals each.

Command Chain
Dhar Cabal Army Commander
Legion Commander (Drenn or Kesht)

Drenn Cohort Commander
Drenn Commander (100 troops or troop element)
Lieutenant Commander (along-side each sergeant)
Sergeant (<often Drenn> 20 troops or 1 war bochigon and crew)
Lance for each squad (<10 troops> Thombo cavalry - 1 team leader per 5 thombos)

Tactics

Missile weapons play a major role in Jorune warfare along with the pronounced royalty of the battlefield: the war-bochigon and its heavy infantry. A typical battle between human armies of equal strength (energy weapons are now known to be in other countries' hands if not in great numbers) would consist of opposing squares or lines, depending on the terrain, of crossbow or longbow men guarded by lines of pike and medium infantry. Through these lines move various formations of thombo cavalry and bochigon escorted by their infantry always searching, in feints and charges, for the most vulnerable area in the line. The archer lines will trade volleys of arrows and protect themselves behind pikes and tower shields. Occasionally capsules and crystals will be flung into the enemy lines with special crossbows. The thombo cavalry is used as light mobile missile troops, usually moving against the enemy in waves to fire a volley from their short bows and then withdraw as the next wave approaches. The Essanja Riders have used their war-thombos well by having a wave of missile cavalry lead a probe, but have the second wave consist of war thombos and riders trained for close combat. As the first wave loses its arrows and disperses, the second wave unexpectedly keeps coming into a charge with lances and energy sidearms. The sight of normally timid thombos charging has caught many a pikeman and archer off-guard. The shock usually allows the line to be breached. Thombos are the multi-purpose arm of the army and are also used on recon, patrol and seek and destroy missions. On the frontier near Temauntro, thombo cavalry are the key to mobile dispersement of Burdothian force. Horses are rare and expensive. Only officers can afford them and rarely risk them in combat.

Caji have only recently been accepted in the military. They are rarely a regular part of a cohort, but several legions have 50 caji groups attached to them. These troops act as sappers to cause havoc in the enemy lines and as a special deployment force to plug gaps in the lines. Desti, Gobey, Du and even Shai groups have all been found useful in combat. Dysha casting Caji have been seen to drop a full cohort of bochigon in mid-charge. This so impressed some legion commanders that a few now use Caji as personal body guards, especially those with Gobey group skills. Shield wall dyshas are now being used to help set up temporary field fortifications between the small towers taken off the backs of the war bochigons. Since Caji cannot combine their dyshas, their effect on the field is slightly limited, but they are making their mark.

Offenses are normally left to the first cohorts. Massive bochigons with armor and towers on their backs move thunderingly against the enemy line. Using heavy crossbows and polearms, the bochigon crews wreck havoc on pikemen, archers, and infantry alike. A screen of heavily-armored infantry usually moves with the bochigon to protect their flanks and legs. These are the elite fighters, the condrij, who work to exploit any opening the huge beasts create. They wade into the pike lines, slashing through lighter infantry and facing any defending heavy infantry, while keeping the bochigons protected from sneak attacks. Where possible, the heavy troops are given tech items to increase their value: force shield, sidearms and sonic blades all add to the carnage. Capsules and crystals are also sometimes carried to break up large groups of defenders (or attackers). If energy weapon troops are present, then they will be moving individually along the line, softening the enemy formation and blunting enemy thrusts. When an offensive move is planned, these soldiers are mounted on the lead bochigons of the charge.
Facing this impressive onslaught is the pikemen and medium infantry. The pikemen, armed with 6-meter polearms, stand in formation lines, behind implanted spikes when possible, and work to prevent the bochigons from breaking through -- not a job to be envied. Supporting each pikeman is an infantryman to fight close in. The archers usually stand in front of the pikes when trading volleys and retreat behind the pikes and shields during assault. They also act as light infantry (sometimes medium) to support the polearms.

Talmarons are usually used for recon and harassment. They are expensive and not the best of war mounts, being temperamental and skittish. Legion Commanders will often use talmarons with different colored pennants to direct troop movements on the field. These animals make tempting targets, however and are usually kept back in the line, with spares on hand.

Besides the talmaron, thombo and bochigon, other animals are used in conjunction with the army. Cats pigeons and bats are often used to carry messages. These animals are trained to respond to certain sonic signals as commands and directions. If the terrain permits, wolves or scragger are sometimes released into no-man's-land to harry thombo cavalry and sapper attempts to cross. As a result, some thombo groups have mascot cougars which trot along beside them to protect their flanks. Tarros make fine watchdogs; their screetching would wake a full cohort. Most of the other forms of native Jorune life are too difficult to train and the attempts to release them on the battlefield have only resulted in havoc on both sides.

The Burdothian Navy uses two major styles of warship. The square rigged galley is still used in time-honored fashion for ramming and boarding. Its contingent of marines can number from 20 to 120 depending on the size of the galley. Catapults and ballistas complete its weaponry. Scragger have proven useful as projectiles to be catapulted onto an opponent's vessel to harass and generally add to the confusion of battle. Sometimes tech devices help add to the impact of the marines, but Ardoth does not wish these weapons lost at sea; therefore, a series of lanteen-sailed cutters are being fitted with a few high energy guns. Using Essejean advisors, Khodre use swift merchant ships as a model. Fast and fairly maneuverable, these ships are designed to strike from a distance and stay out of harm's way. It was the prototypes of this kind of vessel which softened up the Ramian fleet for the kill in 3472 at Telmin.
Notes on tactics for other countries:

Heridoth

Areas which still have some civilization such as Koistra and Ellemin use tactics similar to Burdoth. Along with the city guard units, they employ a good many mercenary bands. The open tribes of the south have few tactics and generally either ambush or attack in mobs of light or medium infantry with thombo support. A few war chieftains from this region have learned some tactics and can pose more of a threat.

Anasan

A large, broadly-supported, and well trained militia makes up the bulk of their army. Not to be underestimated, this frontier country breeds a hardy people which make excellent fighters. Rarely on the offensive, their tactics are largely designed to draw the enemy into overcommitting and then cutting them off. In Anasan, woffen and human troops fight along side each other. Large units of thombo cavalry use maneuver and speed to gauge and bait the enemy. Then archers and heavy infantry are used to spring the trap. Their troop organization is somewhat like Burdoth, but more loose. Their citadel at Bakstan is said to be quite formidable.

Thantier

Made up of many small, feudal kingdoms, Thantierians are masters at the art of siege warfare. Their castles are some of the best in the world and are designed to stand for years unassisted in a siege. Crossbows and longbows are popular weapons, and many a fine workman condrij has come from there. Heavy infantry and armored thombo knights are the mainstays of the military there. Thantierians were the first to train thombos for close fighting and have taken ample opportunities to test these beasts in wars between kingdoms. They have not yet learned to use the pike and depend heavily on their knights to gain the offensive, usually in a series of alternating arrow volleys and mounted charges.

Temauntro and the Doben-Ai

The Crugar on the plains and the country often use their mobility to strike hard and fast and then withdraw. Notoriously bad with missile weapons, the Crugar prefer to close with enemies, where their superior natural weaponry and prowess may make the difference. They like to mix their skirmish lines with regular cougars which they command in the attack. They will often approach with these cougars on

all fours to confuse an opponent. Crugar are very individualistic fighters and no matter what the battle plan starts out to be, once the enemy is met, it often turns into a free-for-all.

Dobre and Lundere

The bronth of Dobre make the best heavy infantry in the world, just as the woffen make the best scouts. The Dobrens are powerful, disciplined soldiers, but they tend to lack inspired generalship. Most of their tactics are copied from human models and are implemented intelligently, but rarely with insight or genius. Still, they are a major force to be reckoned with. The woffen tend to be more spontaneous and use their light infantry quite well in hit-and-run tactics. Open battle is largely a game of maneuver for them and they usually cannot stand against a regular army, but will resort to guerrilla tactics and harassment instead - which they are very good at.

Ramian

Methodical and ruthless, the Ramian Warriors are feared by most and hated by all. Their tactics usually involve formations (either square or lines) of medium infantry which can change function and purpose in a moment's notice. Each warrior is equally proficient with sword, spear and bow and can switch weapons on command. Each formation usually has 100 - 200 Ramian and 4 commanders which work together. The Ramian coordinate very well, and if it weren't for their slow healing and relatively low numbers, they may well have kept their possessions in Burdoth. They often fight to the death.

Cleash

Cleash rarely fight outright battles and usually use subterfuge and trickery to lure enemies into ambush. In open battle their technique is to shower the opponents with capsules and quarrels until they appear softened up enough to go in, and finish them off with hand weapons. No set formations have been seen, but they often use scarmis as fodder in mass attacks. Their battle technique is to shower opponents with capsules and quarrels until they appear softened up enough to go in, and finish them off with hand weapons.

Burdothian Military II

Other Races in the Burdothian Military

Each being is taken as an individual in the army, but most races have strengths and weaknesses which make them more able for some jobs than others. Boccord make excellent all-around soldiers, but are especially good in the archery and heavy infantry cohorts. There, their size and power can be put to good use. They also are fine Talmaron scouts. Caji are considered a separate category of their own and are trained separately. Muadra can be good archers and skirmishers, but tend to avoid heavy infantry. Salu and Acubon are readily accepted as ship hands in the Navy and are also excellent for sneak attacks on ships from below.

The few Corastin who join tend towards the heavy infantry (somewhat gleefully), but also make acceptable scouts and soldiers. Bronth who enter the army may fill any role, but again, their size and strength make them most useful as Bochigon crew or heavy infantry. Woffen prefer to avoid excessive armor. Their speed and sharpness lends them to the roles of scouts, thombo cavalry and skirmishers. Thriddle rarely (very rarely) join, but sometimes act as advisors. Thivin, as well, are reluctant soldiers and are suited best for support duties.

There are a few purely non-human units in Burdoth, but they are usually militia or local guard units. Some noted exceptions are the Bronth Strike Cohort with the Sobayid Army and the Bristle Bouck Pikewoffen of Gauss. Presence of these units is a boost to morale where they travel.

Burdothian Time Line

3007: Shandane brings relief to Ardoth and drives out the crugar forces which have besieged the city for weeks.

3111: First major crugar assault on the Carrisey regions.

3113: Ramian invasion past Lelligire into Sydra pushes the S'sydrans south, and eventually into Glounda.

3160: Ardis' Dharsage contingent is finally successful in driving most of the ramian out of Burdoth. Sychill's army is mostly destroyed. Ardis expands to include the Sychill region. The Sychillians rebel.

3337: Lelligirian ex-patriots settle at Carricy.

3398: Kirlan founded on Temauntro border.

3412: Prince Khodre born.

3436: Crugar invasion reaches the Gauss Valley. Prince Khodre turns his attention to this incoming assault. York expands its power.

3437: Crugar reach Ardoth. The city is under siege. Energy weapons are rediscovered.

3440: Crugar pushed back to the Temauntro borders after bloody battles across northern Burdoth and the Doben-al. Khodre stays in Carricy for several weeks.

3441: Ardothian forces return to Heridoth to find Dobren forces in power here. Energy weapon's war begins. Saress Khodre is born to Lailia Dharmery in Carricy.

3442: Sholis Lost to the Dobrens and Lunderians. Doo'sah destroyed. The Maustin Caji sink the Camder. Muadra are expelled from Ardoth.

3443: War deadlocks in the Sommint Valleys.

3444: Khodre returns to Ardoth, and marries Esilla Jaimare Cartan. Meets with Klein Ko-Trid on the island of Curili. Prince Khodre meets ramian on the island of Reet to arrange for daij/shirm-eh exchange. Khodre Dhardrenn born to Prince Khodre and his wife Esilla.

3445: Accord of Klein-Khodre and the end of the Energy Weapon's War. Great numbers of "Daijic" appear in Ardoth.

3446: Rebuilding of the Ardothian city walls overseen and encouraged by the council.

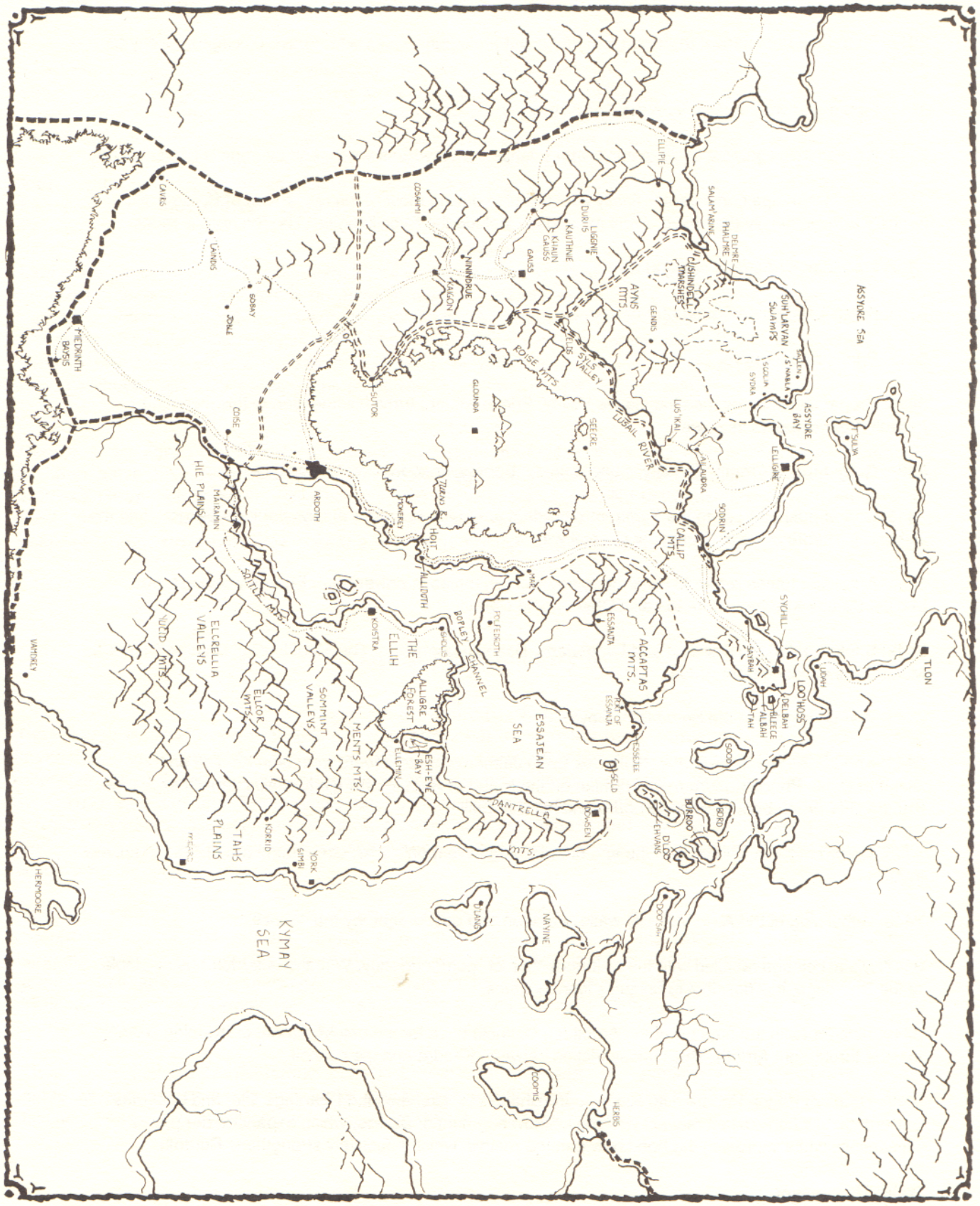
3447: Metal coinage recalled with the re-introduction of "gem" currency. With the laser torches available to the Dharsage, it is possible to uniquely identify gems.

3449: Muadra (with the support of the Ardothian Council) push for the establishment of "Kerning Bays" located throughout Ardoth. This causes friction between Khodre and the council.

3465: Death of Prince Khodre. His son, Khodre Dhardrenn, assumes the Dharsage title, and becomes ruler of Burdoth. His father's last real act was the acknowledgment of Saress, which expanded her power immensely, while improving the bond between the realms, which effectively strengthens Burdoth.

3486: The present.

BURDOTH AND HERIDOTH



GLOSSARY

Accord of Klein-Khodre: The treaty that ended the Energy Weapons War in 3445.

Ahji: A banana -like fruit common the Dobren warm-lands.

Arrigae: The plant from which the arrigish limilate is taken.

Beagre: "Chicken-rats" of Jorune that plague the cities of Auklin, Sodrin and Mar.

Bochigon: A tremendous beast of burden.

Cali-Shafra: Battle Lands of the Ancients. A battleground for shanthas many thousands of years ago.

Calpy: The northern-most branch of the Essanja River.

Coughtods: Big, mean, pincher-bugs found in the marshes.

Coy: A region of southern Glounda that croid inhabit.

Creshi: Mean fish of the Assydre Bay, north of Lusail.

Crith: Winter

Cure herbs: See Jaspian Cure Herbs.

Cushdin: A silk-moth fabric blended with cotton in Lelligire.

Cushindell Marshes: Marshes located on Lusail's northern coast. Home of the Cushindell silk-moth.

Dharmees: Nasty, hissing lizzard-like creatures of the Sobayld.

Durlig: A plant created by the Bio-Tec engineer of the Earth colony, Iscin. It was designed to provide Terrans with the necessary proteins for healthy bodies.

Eeshon Sheevid: A mysterious, horrible beast of the Glounda Forest.

Ehvans: An island of the Sychill Sea that has a SkyRealm floating above it.

Elayn, Laindra: An early explorer of eastern lands.

Epple vines: Used in making the "thon" limilate.

Essles: The people who inhabited the Essanja before traveling by talmaron to the low mountains of the Sychill peninsula.

Gaaz: The name of the bazaar located in Allidoth.

Galsh-aca: Ancient Burial Grounds located somewhere within the Essanjan plains.

Gauss, Peter: Husband of Maytrish, and the human who rediscovered the necessity of durlig.

Glispeen trees: Native Jorune trees that cause painful blisters in terran creatures.

Glounda: The name of the large forest located in the heart of Ardis. Glounda is also the name of the city centered in this forest's heart.

Granthix: Locust-like insects that can devour entire fields.

Huldrin: The garmet district of Lelligire.
Jar'hars: The early barbarians of Ardis' east coast.
Jaspian Cure Herbs: Plants grown in Essejee and sold in abundance to those who live and work in the Port of Essanja.
Jers: Jungle runners of the East Trinnu Jungle Lands.
Kaigon: A city located at the mouth of the Gauss Valley. Kaigon has been razed to the ground by crugar countless times during its history.
Kayedi: A bochigon's favorite treat.
Kayum: A dark red root used in the fabric dyes of Lelligirian fabric makers.
Khodre: The name of the last two dharsage rulers of Burdoth.
Lelligire: The city, the legend.
Loo'hoss Straights: A channel of water between Sychill and the Dobren city of Udah.
Mullin: The season of summer.
Pichi Spice: A hot flavored herb found on Dosoi.
Sallsa: A fish native to the Sychill peninsula seas. They are large, flat, ripplers that skim the sea floors.
Sarla Dark: A wine made from the pihl berry of S'Nabla
Saybah: A small village of Essles from Sychill's northwest.
Scolian Rusper: A fine rusper drink exported from the city of Scolia.
Shandane: A military leader from Heridoth who saved Ardoth in 3007 from the hands of crugar invaders.
Shendarri SkyRealm: Located in a valley of the Accapta Mountains. A Dharsage installation uses it for the storage of much of Khodre's resource in energy weapons.
Slutch: A creature discussed on page 45 of the Sholari Guide. Slutch inhabit much of the Essanja.
Spijill juice: An intoxicting drink imported from the city of Lus'ikai.
Syls Valley: The valley located between the Roise and the Alds Mountain Ranges, off of the Liggits. This would be the home of many S'sydrans after the Ramian invasion of 3113. Many people from Lusail took refuge in this valley.
Tarberi inlet: The place where the Turrus River meets the Bay from the forest of Glounda.
Tarro jerkey: Seasoned strips of meat made from tarro.
Thooh'sa: A smooth, unengraved stone monument shaped like a pyramid of unknown origins in Sydra.
Tla-tlic: A long, narrow spine-fish caught off the Sychill coast.
Tootles: An edible worm found in the Cushindell Marshes.
Trosoe: The name of Lelligire before the Ramian invasion of 3113.
Turrus River: A river of Glounda that enters the bay at Hoit.
Udah: A Dobren city located just across the Loo'hoss Straights.

Companion Jorune: Burdoth

This book is your companion to the realm of Burdoth. It contains timelines, detailed histories, and maps.

READY FOR SOME GAMING?

Why not start your group in southern Glounda, searching for crystal dust. If your players survive the croid, let them pick up a pibber pet in Sutor, and then on to Glounda, where those darling pets will end up on a plate if your players aren't careful. Sail up the Lusail river to Lus'ikai for some Sarla wine-tasting. Take the shortcut to Lelligire in the rainy season – when you arrive you may find your clothes a bit worn, but in this fabric capital you can buy the best. Make an appearance in Sydra sporting your new Lelligirian duds – the players are sure to be noticed, but not necessarily admired. After a dichandra hunt with the Thiven in the Cushindell marshes, take your players home through the Gauss valley; they can see the rebuilding of Khaun Gauss and the ruins of Ninindrue. After a rest in Ardoth, your players will be ready for more exploring – the entire realm of Heridoth still awaits them, yet they have barely begun to explore Burdoth, their home realm.

What's an Eelshon-Sheerid?
What happened to Ardoth in the warp-flash of 3475?
What were the Thriddle up to in the years after the Energy Weapons War?

Jorune™

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SKYREALMS

On the cover: Legend says he returned too late to save Syla. In this rage was born "Lelligire," the Ramian-killer. He slew the invaders by the hordes, leaving the Sydrans a means for escape.